WebDT Content Manager

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Version 4.0 (Updated 05/2010)

WCM 4.0 User Manual

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Introduction to WebDT Content Manager

About WebDT Content Manager

WebDT Content Manager is a comprehensive multimedia software management system that supports digital signage networked DT Research signage appliances (players). **WebDT Content Manager** provides a web browser interface in front of a database management system. This enables digital content designers and managers the ability to import digital files such as:

- Images (GIF, JPEG, PNG, BMP, TIFF)
- Plain-text and RSS content as Tickers
- HTML, FLASH, ZIP, MMS, RTSP
- Audio
- Execute Applications
- Real Time S-video and composite video input
- TV Tuner
- Microsoft® PowerPoint
- Additional digital media formats are also supported
- **WebDT Content Manager** lets you manage your digital signage content, publish the content to players, and monitor players online in real-time.

WebDT Content Manager Components

The three major areas of the system include:

- **Manage players**
  - *Register players* - register players to the system to publish content to the players.
  - *Manage player groups* - assign players to groups, to play specified content as scheduled.
  - *Manage edge servers* - manage, save and move edge servers, and manage or batch dispatch images to each edge server.
- **Manage content**

- *Create and upload media* - create online media or upload local media such as video, audio, Flash, and PowerPoint.
- *Create playlists* - a playlist contains media content that is scheduled for deployment. It combines multiple media files together.
- *Create spot list* - a spot list contains media content can be added on top of scheduled playlists.
- *Create Combo lists* - a combo list contains multiple playlists, which can contain different layouts, settings and media content that are scheduled for deployment.
- *Create template* - a template defines the layout for content display. Select from built-in templates or create and save a custom template.
- *Create ticker* - create a ticker to display a scrolling or static line of text and online RSS feeds to remote players.

- **Publish schedule**
  - Create and manage publishing schedules.
  - Centralized distribution of published materials.

System Architecture

WebDT Content Manager supports a back-end database setup during the initial system installation. The **WebDT Content Manager Enterprise** version allows a single site that can establish a first level grouping of players. Through an Internet network connection, authorized system users can access the **WebDT Content Manager Server** to manage media content, publish schedules and control system settings from a Microsoft® Internet Explorer browser at a remote site. The published schedule and content will then be transmitted to players within the designated groups for playback over an Internet/ Network connection.

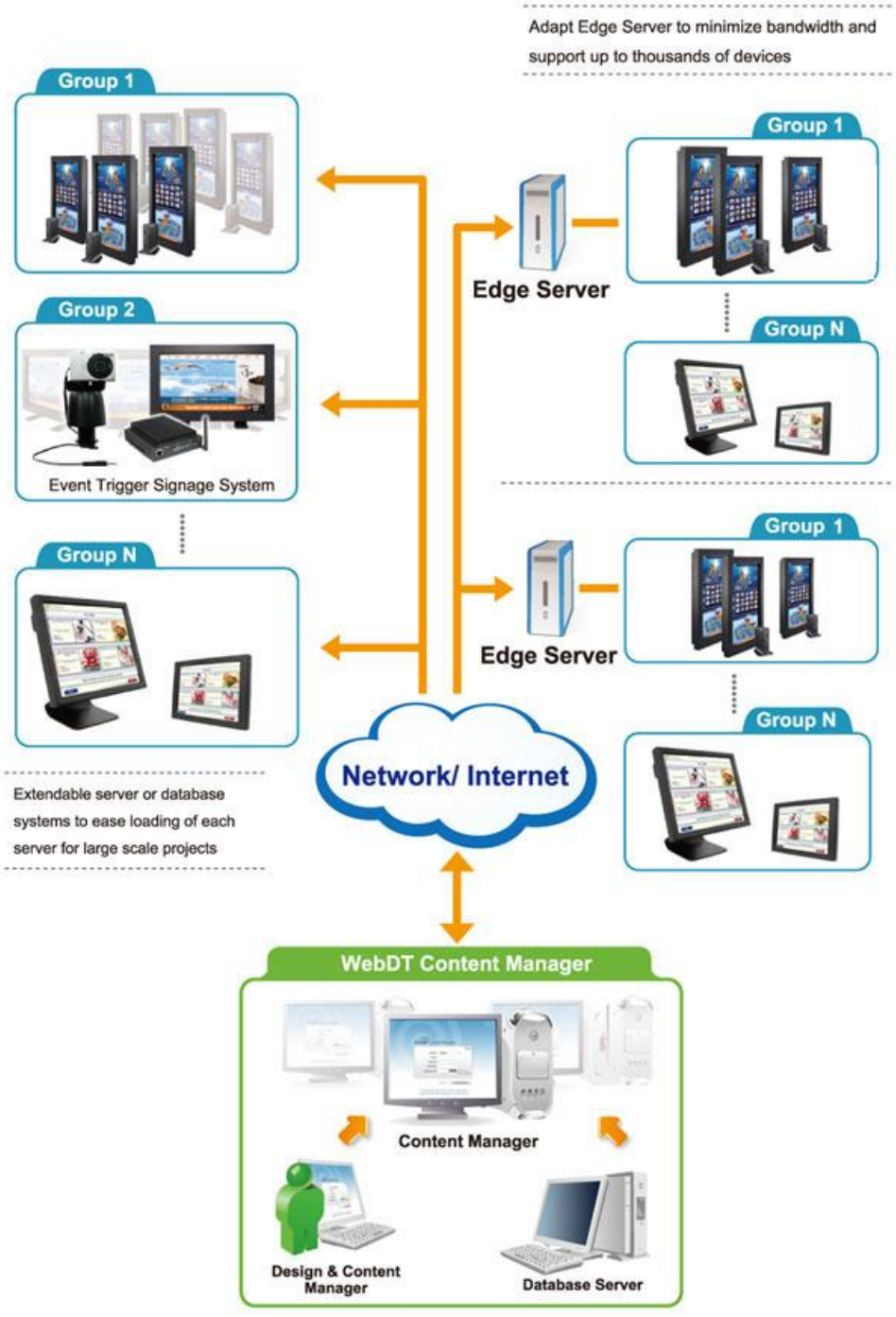

Adapt Edge Server to minimize bandwidth and support up to thousands of devices
Group 1
Group 2
Event Trigger Signage System
Group N
Extendable server or database systems to ease loading of each server for large scale projects
Edge Server
Group 1
Group N
Edge Server
Group 1
Group N
Network/ Internet
WebDT Content Manager
Content Manager
Design & Content Manager
Database Server

Figure 1

Main Sections of WebDT Content Manager

This manual introduces various aspects of the **WebDT Content Manager**. The following section outlines and briefly describes the manual to help you get started quickly.

Introduction to WebDT Content Manager	About **WebDT Content Manager**, setting up a server and registering a player.
System Management	Establishing site grouping, general system settings, active directory system settings, account management, role management, software upgrade, log collection, links to creating **Urgent Casts**
Player/Group and Edge Server Management	Set a wide variety of unit management activities within the subset of **WebDT Content Manager** functions.
Media Content Management	Setup media formats, manage and upload files, oversee tickers, playlists, and media content. Select from built-in templates or create new template layouts for content display.
Schedule and Publish Management	Creating, arranging, and approving scheduling and publishing events.

DT Research WebDT Content Manager (WCM) System Requirements

Server Hardware:

1. 2GB DRAM or above
2. Pentium 4 CPU 2.0 GHz or above
3. 10/100Mbit Ethernet Adapter
4. Hard drive Space at least 80GB

Server Software:

1. WebDT Content Manager runs on Windows Server 2003 or 2008 R1/R2 Standard/Enterprise Edition.
2. Windows Java Development Kit (JDK) 1.6 or later from (http://www.java.com/en/download/index.jsp)

3. JavaScript- enabled browser Internet Explorer 7.0 or above

Communication Ports

1. **User access to WebDT Content Manager Server**
   By default, only port 80 (standard HTTP) is required. However during installation you can also choose to install the web server on a separate port number which is not being utilized. Users can also choose to enable SSL on the web server which then requires port number 443 to be opened.
2. **Client Software (SA1000/SA2000 or other WebDT Signage Appliance) to WebDT Content Manager Server**
   Only port 80 is required, depending on what has been selected as default under section A. User just needs to go through a onetime "registration" process in order to enter the correct server address and communication is handled by standard http port.

Before you begin, please note the following sites which offer additional FAQs, support questions and help:

1. http://signage.dtri.com/web/support/general.html
2. http://webdtsignage.blogspot.com/

Setting up a WebDT Content Manager Server

To setup your **WebDT Content Manager Server**, see **Installing the WebDT Content Manager**.

To install your server, you will need the product key that came attached on the CD-ROM box, shipped with your player.

IMPORTANT!

Before setting up your **WebDT Content Manager Server**, please make sure you complete the following steps to ensure a smooth installation process:

1. Download and install Java Development Kit (JDK) 6(1.6) or later from http://java.sun.com/javase/downloads/index.jsp
   a. Look for the JDK6.XX , where XX represents the updated version.
   b. Use the Java SE Development Kit version 6.0 or later - take note of any pertinent release information issued with later versions of the Java JDK.

c. The whole installation package should be over 70Mb in size.

2. Ensure that any firewall settings are disabled. Your firewall can be enabled after a successful installation.

Note	**Make sure that you login to the local server before proceeding. Do not login to a networked Windows Domain Server. Login as the administrator for the local PC server, on which you intend to install this application.**
Note	**If you want to access Content Server or register a player to the Publish Server after the installation of the WebDT Content Manager Server, the third part firewall must be disabled or Web Server firewall exception ports must be added.**

Installing the WebDT Content Manager

1. Insert the **WebDT Content Manager** CD and select **Install WebDT Content Manager** to begin the installation.

Note	**If the installation screen does not display automatically, browse to find WebDT Content Manager Enterprise setup.exe. Double click the file to start the installation process.**

The **WebDT Content Manager** screen displays as shown in figure 2.

WebDT Content Manager v4.0
WebDT Content Manager
WebDT Content Management system consists of Content Server, Publishing Server, Database Server, and Shared Library Folder. Please reference the system architecture before installation by clicking the Help button.
Help...
WARNING: This program is protected by copyright law and international treaties.
< Back
Next >
Cancel

Figure 2

2. Click **Next** to continue.

The **License Agreement** screen displays as shown in figure 3

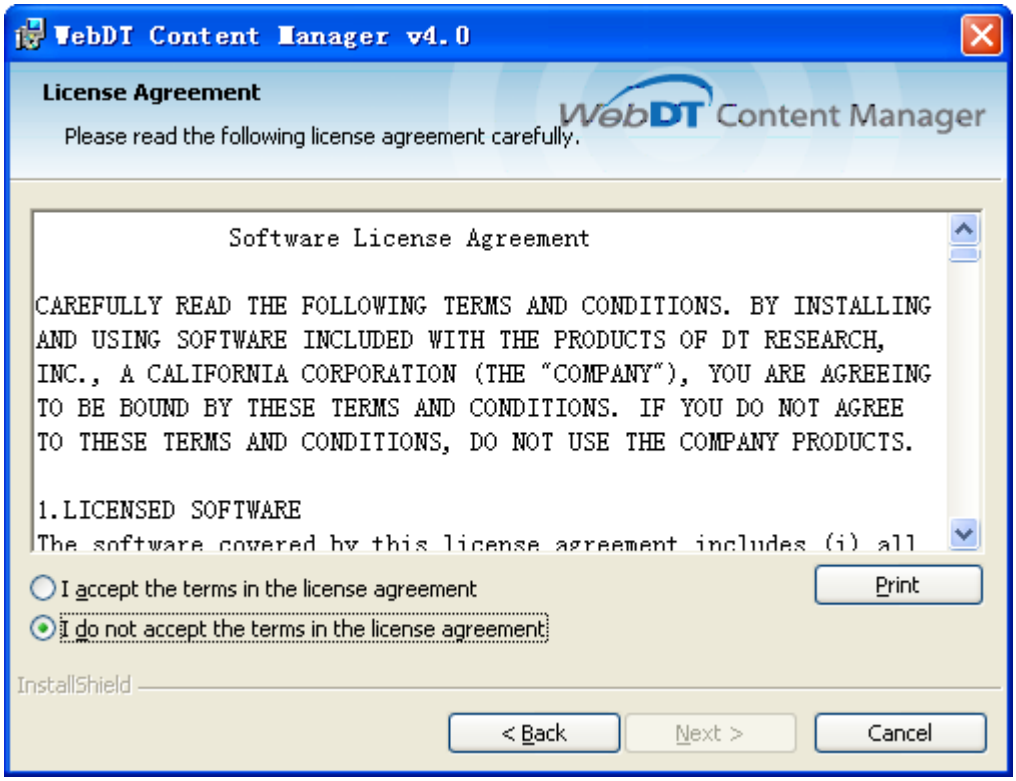

WebDT Content Manager v4.0
License Agreement
Please read the following license agreement carefully.
WebDT Content Manager
Software License Agreement
CAREFULLY READ THE FOLLOWING TERMS AND CONDITIONS. BY INSTALLING
AND USING SOFTWARE INCLUDED WITH THE PRODUCTS OF DT RESEARCH,
INC., A CALIFORNIA CORPORATION (THE "COMPANY"), YOU ARE AGREEING
TO BE BOUND BY THESE TERMS AND CONDITIONS. IF YOU DO NOT AGREE
TO THESE TERMS AND CONDITIONS, DO NOT USE THE COMPANY PRODUCTS.
1.LICENSED SOFTWARE
I accept the terms in the license agreement
I do not accept the terms in the license agreement
Print
InstallShield
< Back
Next >
Cancel

Figure 3

3. After reading the Software License Agreement, select **I accept the terms in the License agreement** and click **Next**.

4. Enter the serial number as shown in figure 4. This number is affixed to the cover of the CD-ROM.

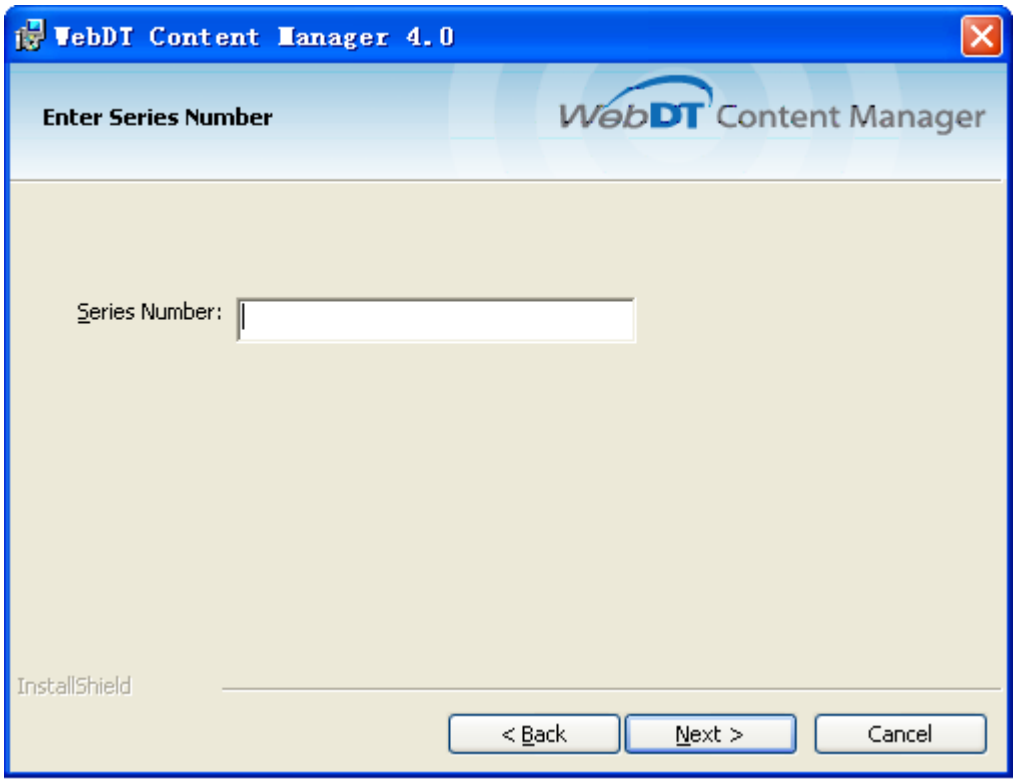


Figure 4

5. Click **Next** to continue.

The **Select Installing Mode** screen displays as shown in figure 5.

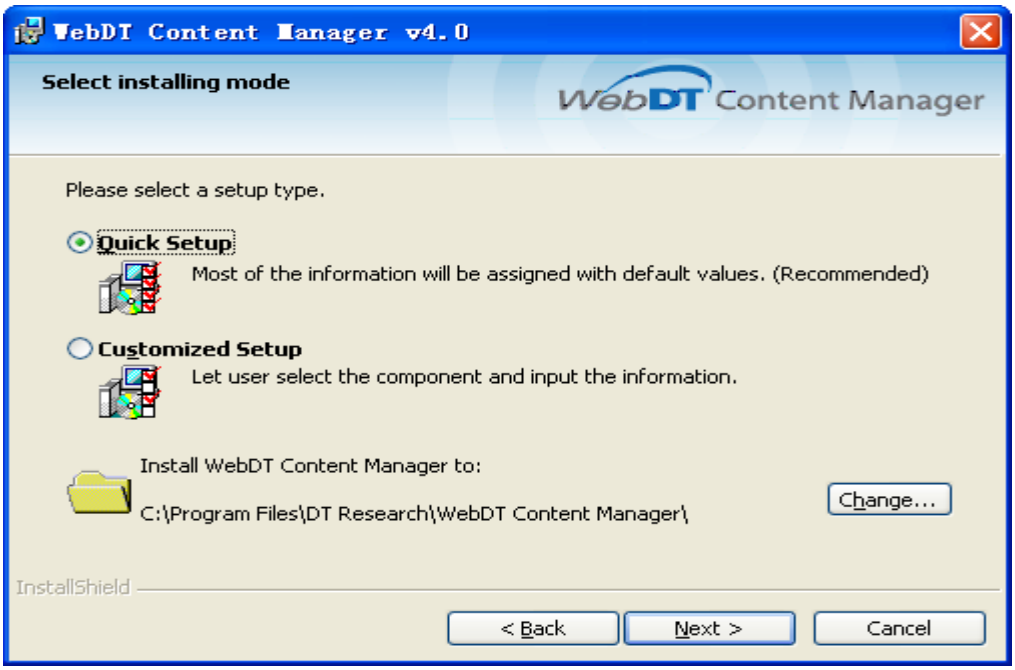

WebDT Content Manager v4.0
Select installing mode
WebDT Content Manager
Please select a setup type.
Quick Setup
Most of the information will be assigned with default values. (Recommended)
Customized Setup
Let user select the component and input the information.
Install WebDT Content Manager to:
C:\Program Files\DT Research\WebDT Content Manager\
Change...
InstallShield
< Back
Next >
Cancel

Figure 5

If you decide to install the full Content Manager Server in one computer, you can complete the installation process for Database Server, Content Server, and Publish Server all at once by choosing the **Quick Setup**.– this is the preferred and recommended method.

However, if you want to install the three servers on different computers, or customize the detail options, choose the **Customized Setup** and go to customize steps. Follow the instructions given.

Note	**If the Java Development Kit (JDK) is not installed in your system, a warning message will be displayed. You cannot install the Content Manager successfully until you have installed the Java SDK. You can download it at the Sun site: http://java.sun.com/javase/downloads/index.jsp**

Installing Content Manager by Quick Setup Mode

To install the full Content Manager in one computer, it is recommended to use the Quick Setup mode. Using Quick Setup allows the least values for installation, making it easier and faster.

1. To install the full set of content servers within **WebDT Content Manager** in one computer, choose **Quick Setup** and click **Next** as shown in figure 6.

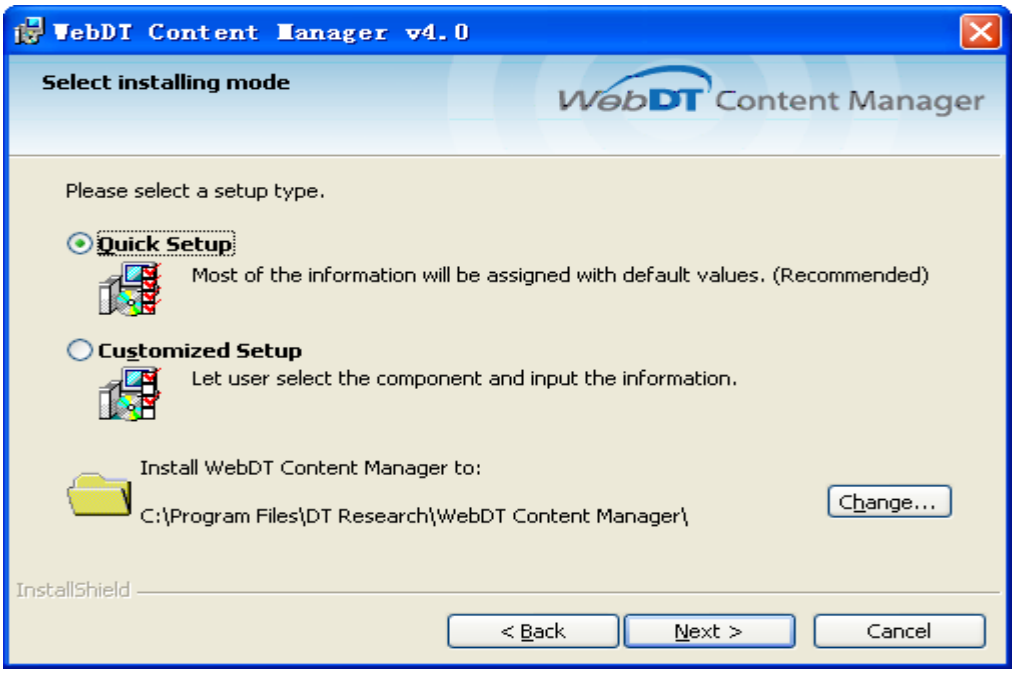

WebDT Content Manager v4.0
Select installing mode
WebDT Content Manager
Please select a setup type.
Quick Setup
Most of the information will be assigned with default values. (Recommended)
Customized Setup
Let user select the component and input the information.
Install WebDT Content Manager to:
C:\Program Files\DT Research\WebDT Content Manager\
Change...
InstallShield
< Back
Next >
Cancel

Figure 6

2. Click **Change** button in the step, you can change the **Destination Folder** as shown in figure 7.

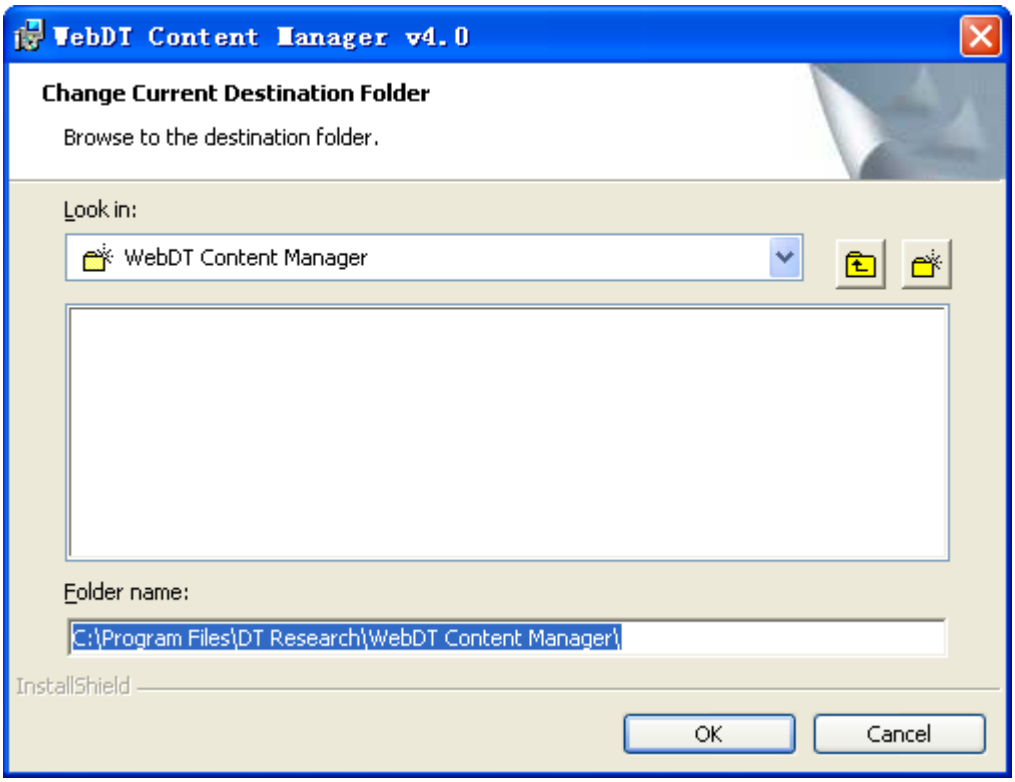


Figure 7

3. Click **Next** to go to the **Ready to Install the Program**. Before installation starts, the **Server Information** will be shown as in figure 8.

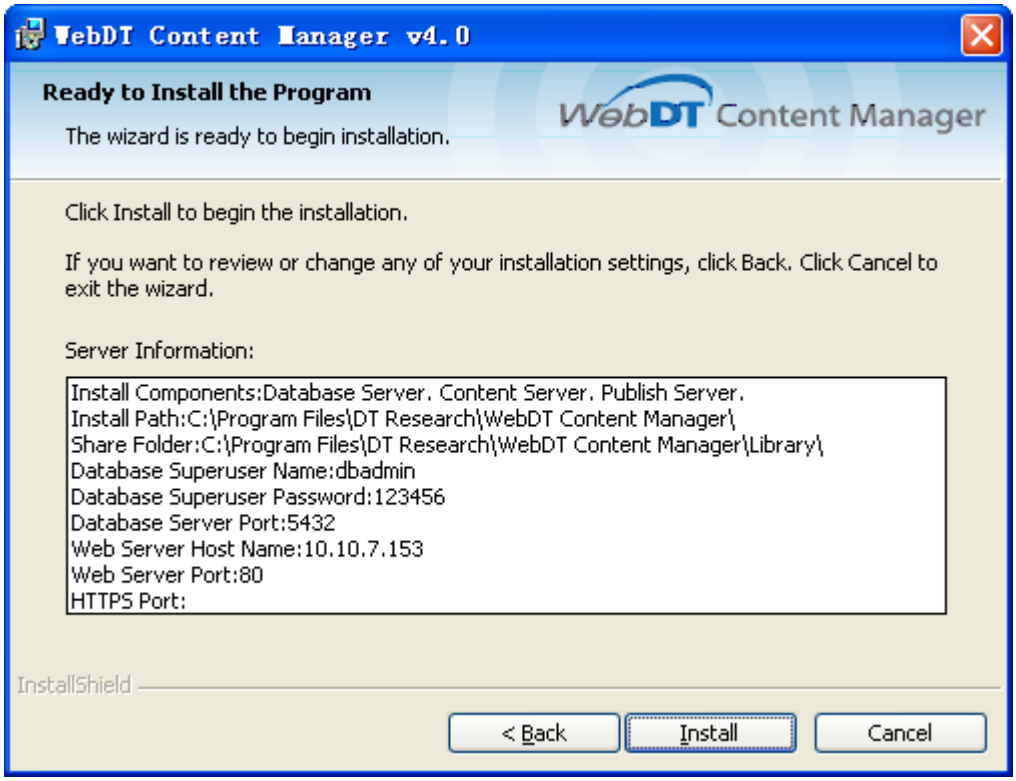

WebDT Content Manager v4.0
Ready to Install the Program
The wizard is ready to begin installation.
WebDT Content Manager
Click Install to begin the installation.
If you want to review or change any of your installation settings, click Back. Click Cancel to exit the wizard.
Server Information:
Install Components:Database Server, Content Server, Publish Server.
Install Path:C:\Program Files\DT Research\WebDT Content Manager\
Share Folder:C:\Program Files\DT Research\WebDT Content Manager\Library\
Database Superuser Name:dbadmin
Database Superuser Password:123456
Database Server Port:5432
Web Server Host Name:10.10.7.153
Web Server Port:80
HTTPS Port:
InstallShield
< Back
Install
Cancel

Figure 8

4. The program is ready to install. To change any setting, click **Back**. To exit the process, click **Cancel**.

Note	**If you are using the third part Firewall, please ensure the Database Server port and Web Server ports are open on your computer if installed.**

5. Click **Install** to begin.

Once the installation process is complete, the **InstallShield Wizard Completed** screen displays as shown in figure 9. And a **Start.html** page will be open to help set up the server.

WebDT Content Manager v4.0
WebDT Content Manager
The InstallShield Wizard has successfully installed WebDT Content Manager. Click Finish to exit the wizard.
We provide a web page Start.html to help you make the Content Server running well, Please read it and finish the last several steps.
The Start.html has been opened automatically; you can also open it from the Start menu at any time after installation.
I have known the Start.html will help me to configure the Content Server.
< Back
Finish
Cancel

Figure 9

6. Select the check box and click **Finish** to exit.

Note	**A default Site will be automatically created after installation, default values are:** User ID/Password: manager / 123456 Organization: my site **You can log into the site directly or change the site information. See Site Management for further information.**

The **Creating a New Site** screen displays. See **Creating a New Site** section for further instructions.

Installing Content Manager Servers with Customized Setup Mode

If you want to change advanced options, or install Content Manager Servers in different computers, please use **Customized Setup**, which allows you to choose the components to install and offers more configure options.

1. Select **Customized Setup** and click **Next** button in Select Installing Mode step as shown in figure 10.

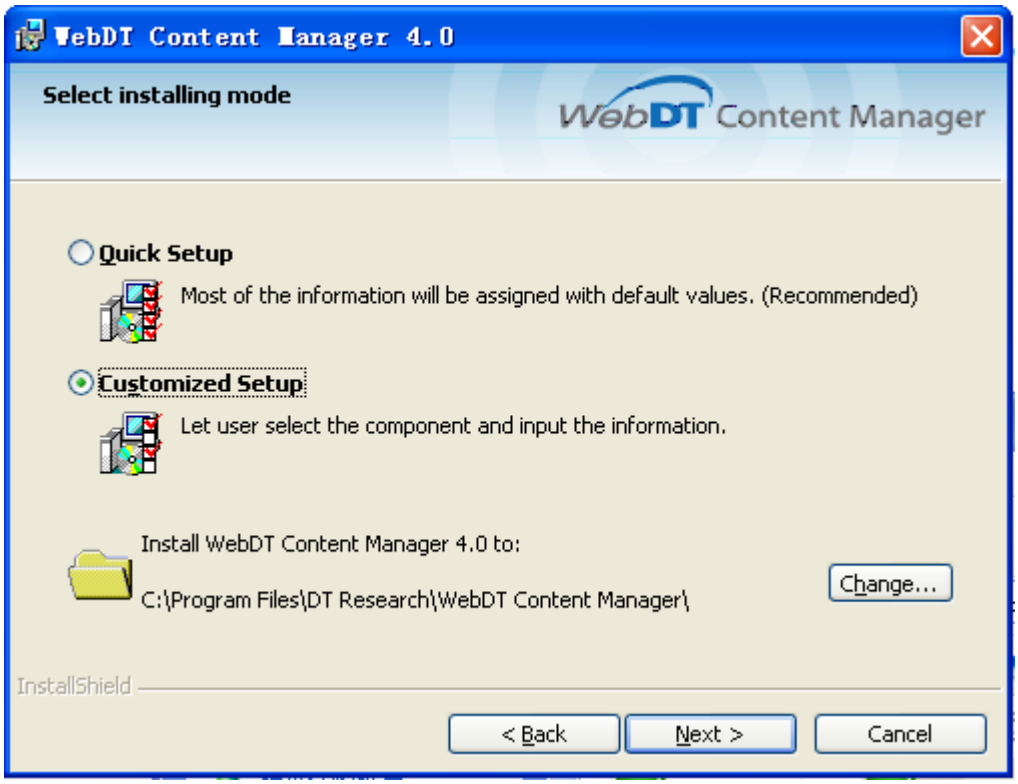

WebDT Content Manager 4.0
Select installing mode
WebDT Content Manager
Quick Setup
Most of the information will be assigned with default values. (Recommended)
Customized Setup
Let user select the component and input the information.
Install WebDT Content Manager 4.0 to:
C:\Program Files\DT Research\WebDT Content Manager\
Change...
InstallShield
< Back
Next >
Cancel

Figure 10

2. The Shared Library Folder screen as shown in figure 11.

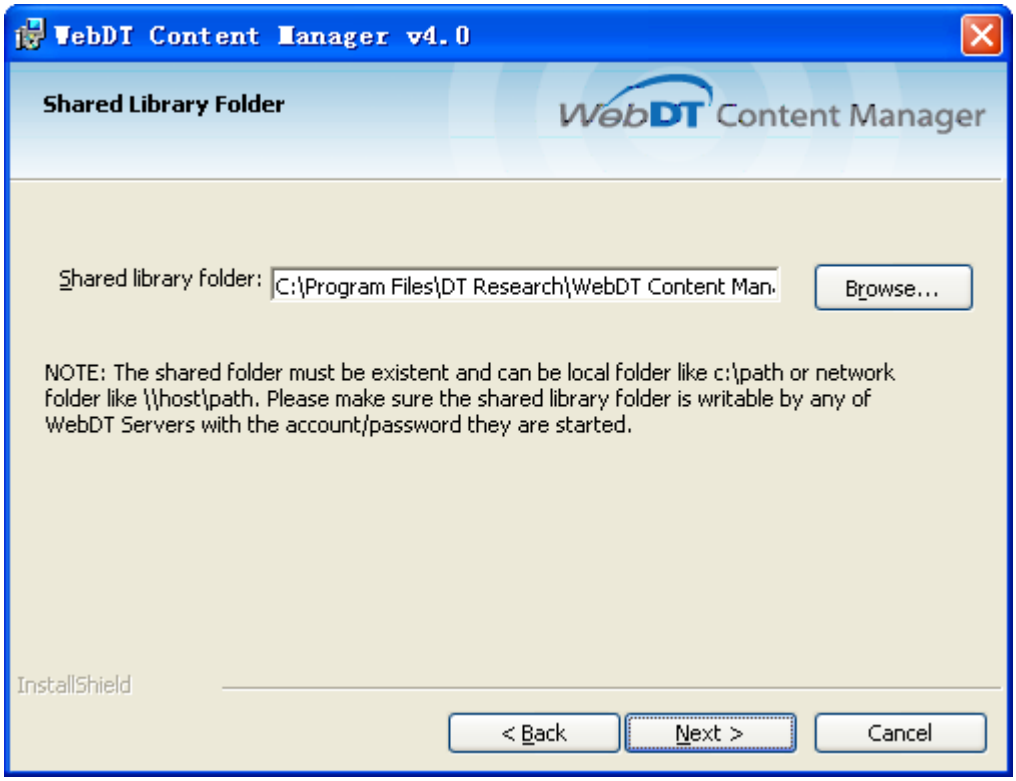

WebDT Content Manager v4.0
Shared Library Folder
WebDT Content Manager
Shared library folder:
C:\Program Files\DT Research\WebDT Content Man
Browse...
NOTE: The shared folder must be existent and can be local folder like c:\path or network folder like \\host\path. Please make sure the shared library folder is writable by any of WebDT Servers with the account/password they are started.
InstallShield
< Back
Next >
Cancel

Figure 11

Note	**The shared library folder is under the install path by default. If you want to set up Content Manager system on multiple computers, make sure the shared library folder is writable by any of the WebDT Servers. Click here for details.**

3. Click **Next** to switch to **Select Component** screen as shown in figure 12.

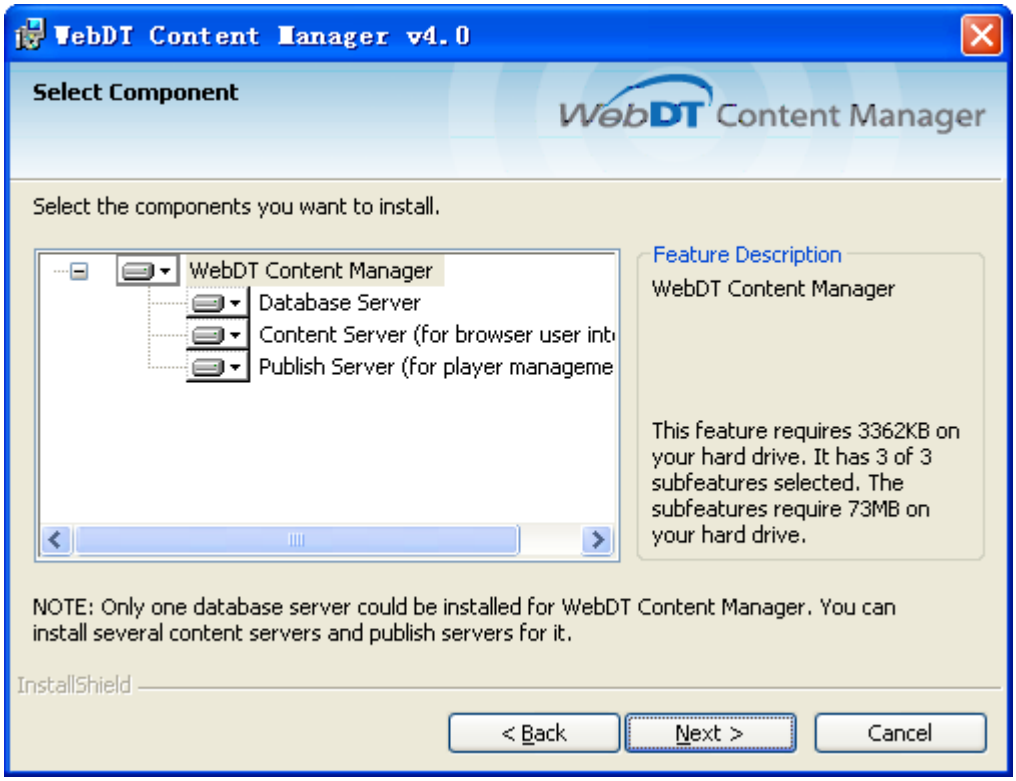

WebDT Content Manager v4.0
Select Component
WebDT Content Manager
Select the components you want to install.
WebDT Content Manager
Database Server
Content Server (for browser user int
Publish Server (for player manageme
Feature Description
WebDT Content Manager
This feature requires 3362KB on your hard drive. It has 3 of 3 subfeatures selected. The subfeatures require 73MB on your hard drive.
NOTE: Only one database server could be installed for WebDT Content Manager. You can install several content servers and publish servers for it.
InstallShield
< Back
Next >
Cancel

Figure 12

There are three components for the WebDT Content Manager:

- WebDT Content Manager Database Server
- WebDT Content Manager Content Server
- WebDT Content Manager Publish Server

Note	**If you are installing Content Manager on the first computer, the Database Server component must be installed.**

4. **Database Information** screen as shown in figure 13.

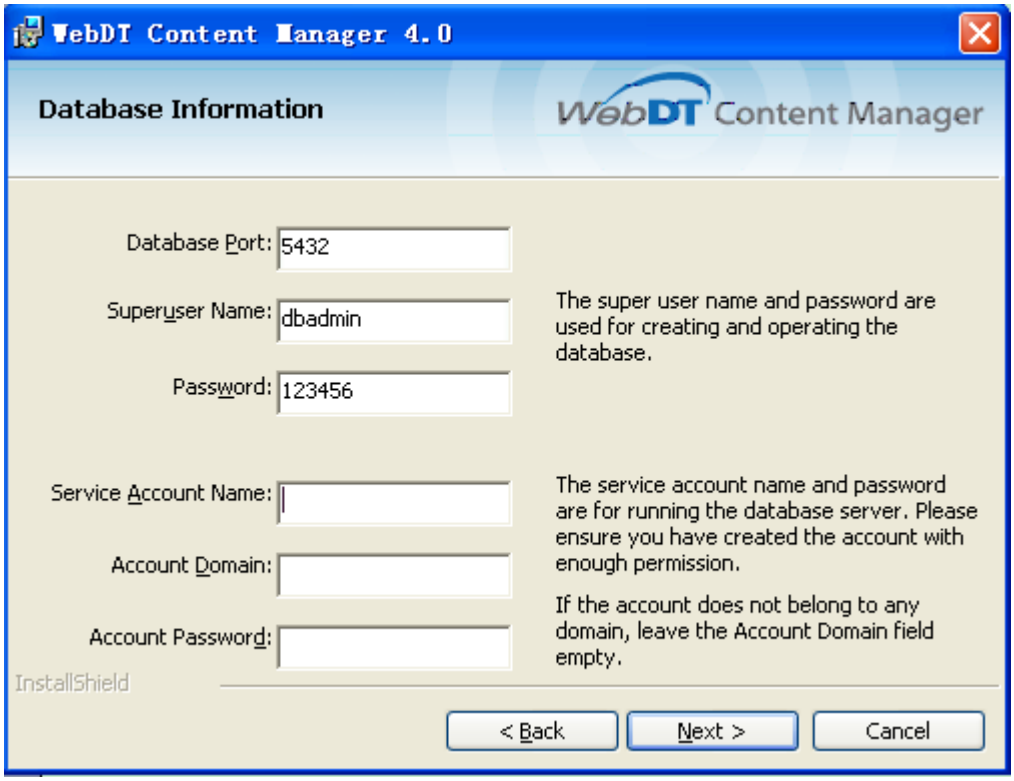

WebDT Content Manager 4.0
Database Information
WebDT Content Manager
Database Port: 5432
Superuser Name: dbadmin
Password: 123456
The super user name and password are used for creating and operating the database.
Service Account Name:
Account Domain:
Account Password:
The service account name and password are for running the database server. Please ensure you have created the account with enough permission.
If the account does not belong to any domain, leave the Account Domain field empty.
InstallShield
< Back
Next >
Cancel

Figure 13

Update the fields as required. The table that follows gives you a brief description of all the items.

Field	Description
Database Port	Represents the data port of the Database server. **Note:** Database Port field cannot be left blank.
Superuser Name*	Represents the internal database username. **WebDT Content Manager Content Server** and **Publish Server** will use the Superuser name to login and access the database.
Password	Enter the password for the **Superuser Name** account. **Caution:** For security reasons, the password should not be the same as the Service Account.
Service Account	The **Service Account Name** runs the **Database**

Name	**Service** on computer. Please ensure you have created it with **enough permission**.
Account Domain	If account does not belong to any domain, leave the **Account Domain** field empty.
Account Password	The Account Password is need with the Service Account Name

*For naming conventions, use a-z, A-Z, 0-9, _ and a space entry only. Do not include special characters.

Note	**Write down the value of the Database Port, Superuser name and password, since you will need to use them later in the installation process.**

5. **Web Server Information** screen as shown in figure 14

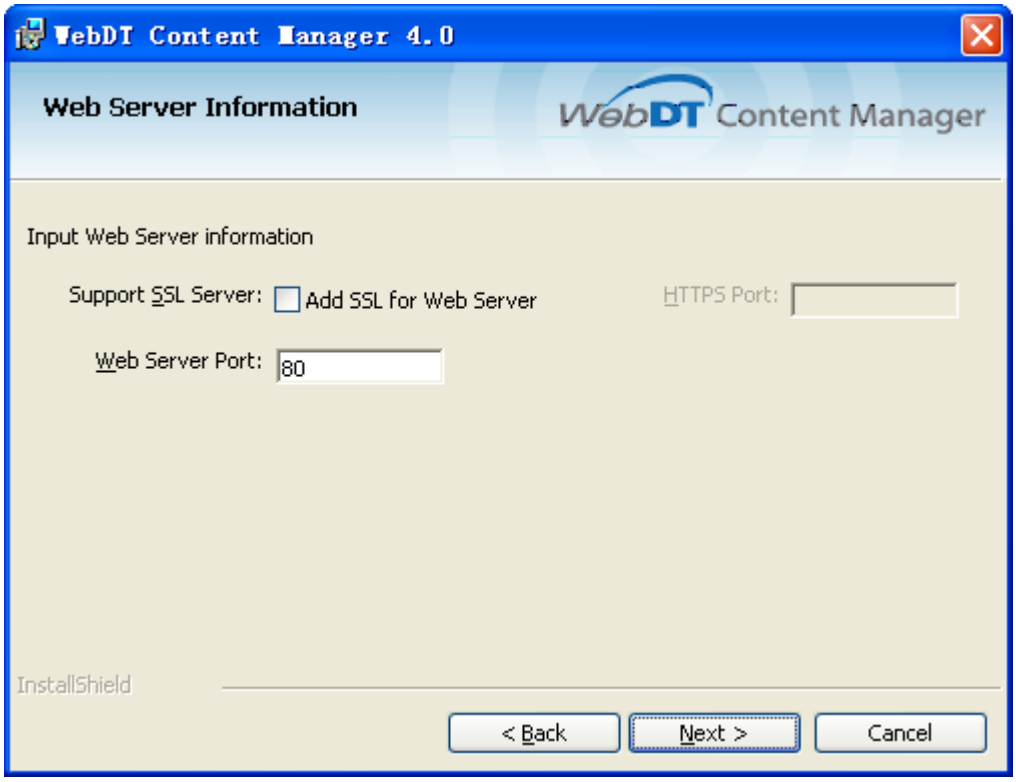


Figure 14

To enable the SSL feature, select **Support SSL Server** to install Secure Socket Layer (SSL) protocol on the Web Server and specify the HTTPS port.

To fully enable SSL support you need to subscribe to a valid SSL Certificate from a qualified Network Authority, such as VeriSign®.

Note	**Port 443 is typically the designated SSL port.**

Enter the **Web Server Port** (between 1 and 65535). A message displays if the port number is already in use.

Click **Next** to continue.

6. The **Add SSL For Server** screen displays as shown in Figure 1415.

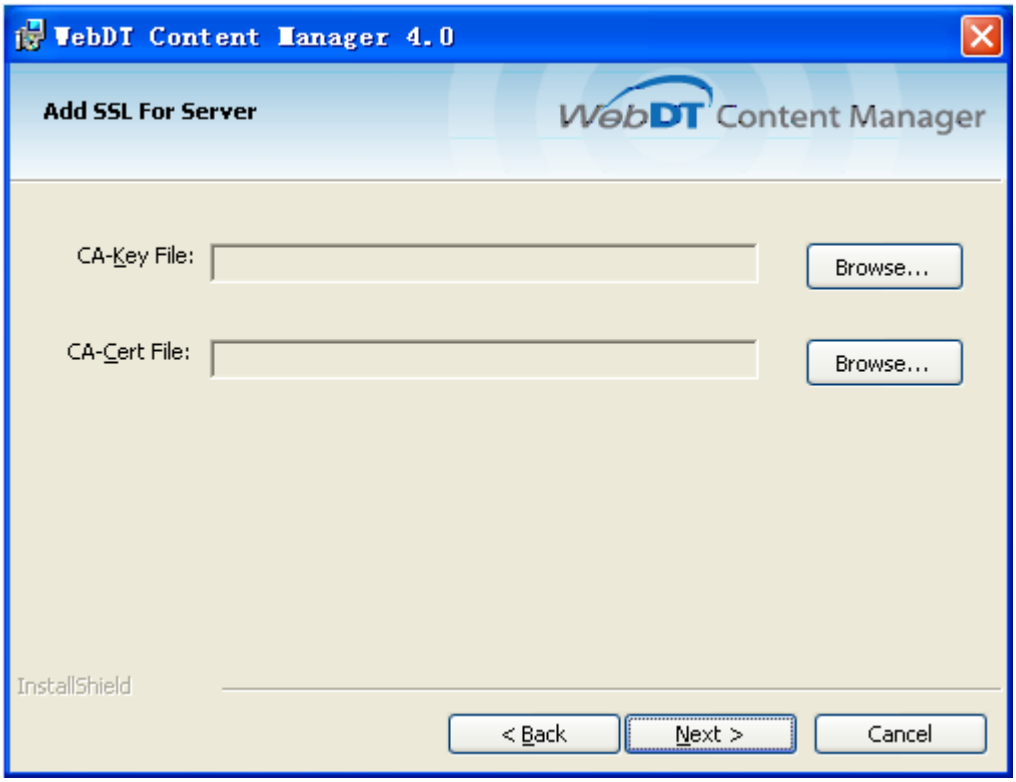


Figure 15

Click **Browse** to select a **CA-Key File** and a **CA-Cert File** (supports SSL protocol only).

Note	**Before you can apply SSL security to the server, purchase an SSL certificate from an SSL Certificate authority.**

Both files are used for generating a **keystore** file.

Note	**Content Server and Publish Server are being called Web Server in WCM, they are using the same port in one computer.**

7. Click **Next** to go to the **Ready to Install the Program** screen displays. Before the installing is started, the **Server Information** will be shown.

8. Click **Install** to begin.

If you have chosen Content Server, once the installation process is completed, the **InstallShield Wizard Completed** screen displays as shown in figure 16.

WebDT Content Manager v4.0
WebDT Content Manager
The InstallShield Wizard has successfully installed WebDT Content Manager. Click Finish to exit the wizard.
We provide a web page Start.html to help you make the Content Server running well, Please read it and finish the last several steps.
The Start.html has been opened automatically; you can also open it from the Start menu at any time after installation.
I have known the Start.html will help me to configure the Content Server.
< Back
Finish
Cancel

Figure 16

Start.html page will open to help set up the server as shown in figure 17.

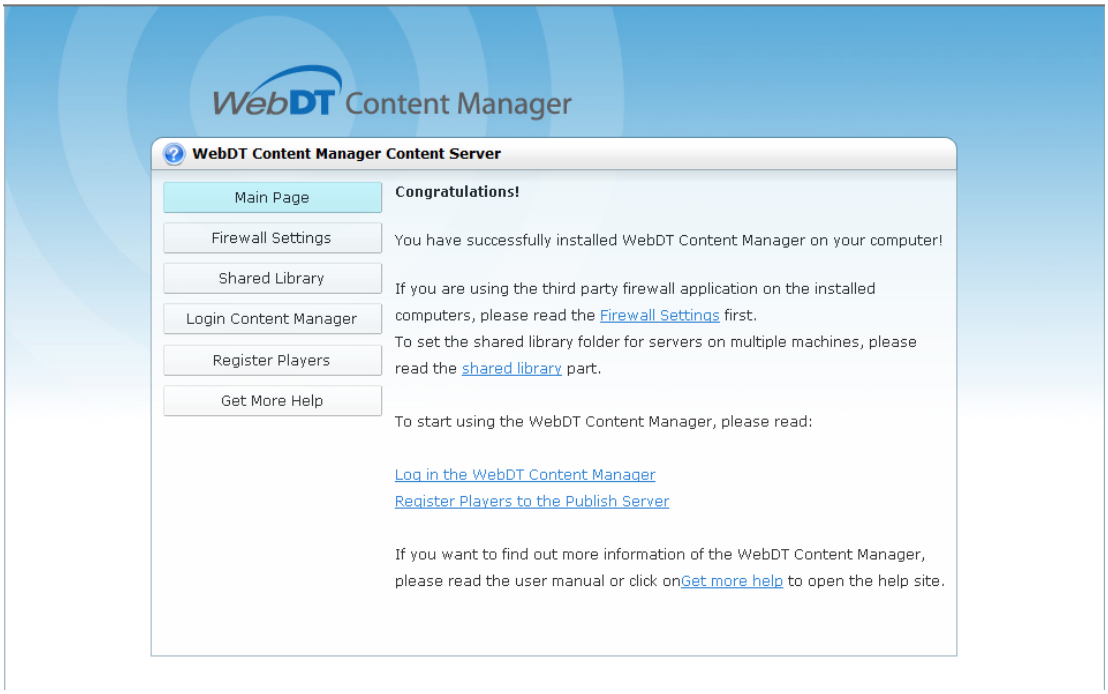

WebDT Content Manager
WebDT Content Manager Content Server
Main Page
Firewall Settings
Shared Library
Login Content Manager
Register Players
Get More Help
Congratulations!
You have successfully installed WebDT Content Manager on your computer!
If you are using the third party firewall application on the installed computers, please read the Firewall Settings first.
To set the shared library folder for servers on multiple machines, please read the shared library part.
To start using the WebDT Content Manager, please read:
Log in the WebDT Content Manager
Register Players to the Publish Server
If you want to find out more information of the WebDT Content Manager, please read the user manual or click onGet more help to open the help site.

Figure 17

Several settings before WebDT Content Manager can be used

Check the firewall settings:

If the Windows built-in firewall is used, the installer already opened the required firewall ports. There is no need to change the firewall settings unless it had been changed manually after installation.

Please change the firewall setting below (inbound and outbound) if third party firewall is used.

1. If the server is all installed in one machine (by default), please open TCP 80, 443(HTTPS) and 8005 port for internal server communication.
2. If the server is installed on multiple machines,
    a. Open TCP 5432 port on the database machine
    b. Open TCP 80, 443(HTTPS) and 8005 port on other server machines
    c. Open TCP 123 port on the Publish Server machines

These are the default port numbers used in installation. If different ports are used in installation, please open the corresponding ports.

Shared Library Folder

If you set the shared library folder on different machine, you should set the shared library folder to ensure each server can access it.

An easier way is setting the shared library folder as everyone can read & write it. But if you do not like this way, please follow these steps:

1. Create an account (or use the existed account) on the shared folder machine or domain and set it can read & write the shared library folder.
2. Within each computer in which Content Server or Publish Server is installed:
    a) Create account with the same name and password as in step 1 if domain account is not used.
    b) Open “Control Panel > Management Tools > Service”, find any following services and change their login account in property dialog as above:
    - WebDT Content Manager Web Server
    - WebDT Content Manager Content Server
    - WebDT Content Manager Publish Server
3. If you set domain account to read & write the shared library folder, please use the domain account to log in the services.

Modifying the WebDT Content Manager

If there is any problem with the installed **WebDT Content Manager** server or you would like to make further modifications, follow the steps below to modify, repair or remove the **WebDT Content Manager Servers**.

1. Run the **WebDT Content Manager setup.exe**, or navigate **Start | All Programs | DT Research | WebDT Content Manager** and click **Uninstall WebDT Content Manager**, it will go to the **Program Maintenance** step as in figure 18.

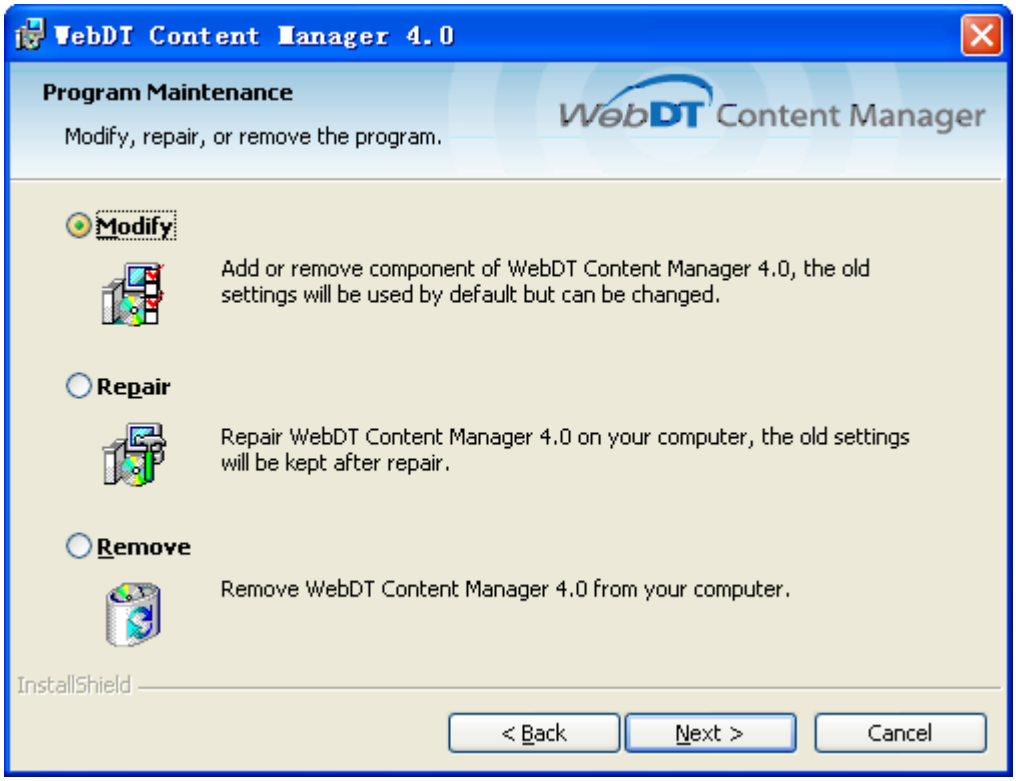

WebDT Content Manager 4.0
Program Maintenance
Modify, repair, or remove the program.
WebDT Content Manager
Modify
Add or remove component of WebDT Content Manager 4.0, the old settings will be used by default but can be changed.
Repair
Repair WebDT Content Manager 4.0 on your computer, the old settings will be kept after repair.
Remove
Remove WebDT Content Manager 4.0 from your computer.
InstallShield
< Back
Next >
Cancel

Figure 18

To modify the **WebDT Content Manager**:

2. Select Modify and click **Next** to continue.

Follow the steps described in **Installing Content Manager Servers by Customized Setup Mode** to modify your **WebDT Content Manager** server installation.

Repairing The WebDT Content Manager

To repair the **WebDT Content Manager**, go to the **Program Maintenance** step first:

1. Select **Repair** and click Next.

The **Ready to Repair the Program** screen displays as shown in figure 19.

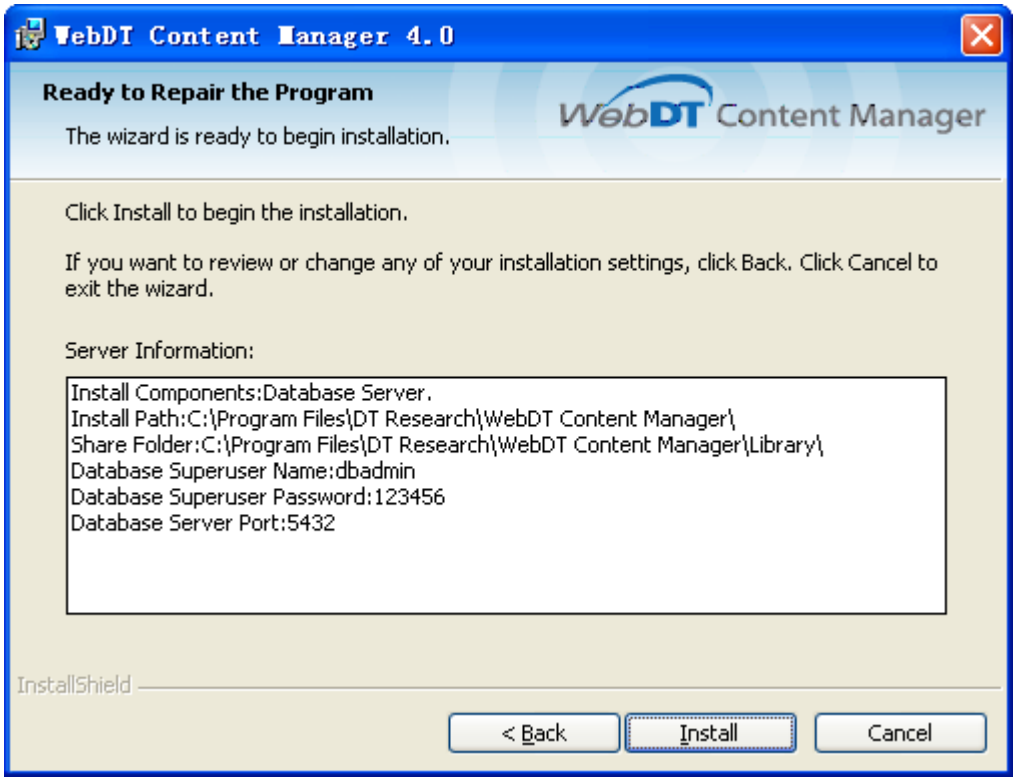

WebDT Content Manager 4.0
Ready to Repair the Program
The wizard is ready to begin installation.
WebDT Content Manager
Click Install to begin the installation.
If you want to review or change any of your installation settings, click Back. Click Cancel to exit the wizard.
Server Information:
Install Components:Database Server.
Install Path:C:\Program Files\DT Research\WebDT Content Manager\
Share Folder:C:\Program Files\DT Research\WebDT Content Manager\Library\
Database Superuser Name:dbadmin
Database Superuser Password:123456
Database Server Port:5432
InstallShield
< Back
Install
Cancel

Figure 19

2. Click **Install** to repair Content Manager in the computer.

The **WebDT Content Manager** All In One is repaired.

Uninstalling WebDT Content Manager

Note	**Before uninstalling, close any applications associated with the Database Server.**

To uninstall **WebDT Content Manager**, go to **Program Maintenance** step:

1. Select **Remove** and click **Next**.

The **Remove the Program** screen displays as shown in figure 20.

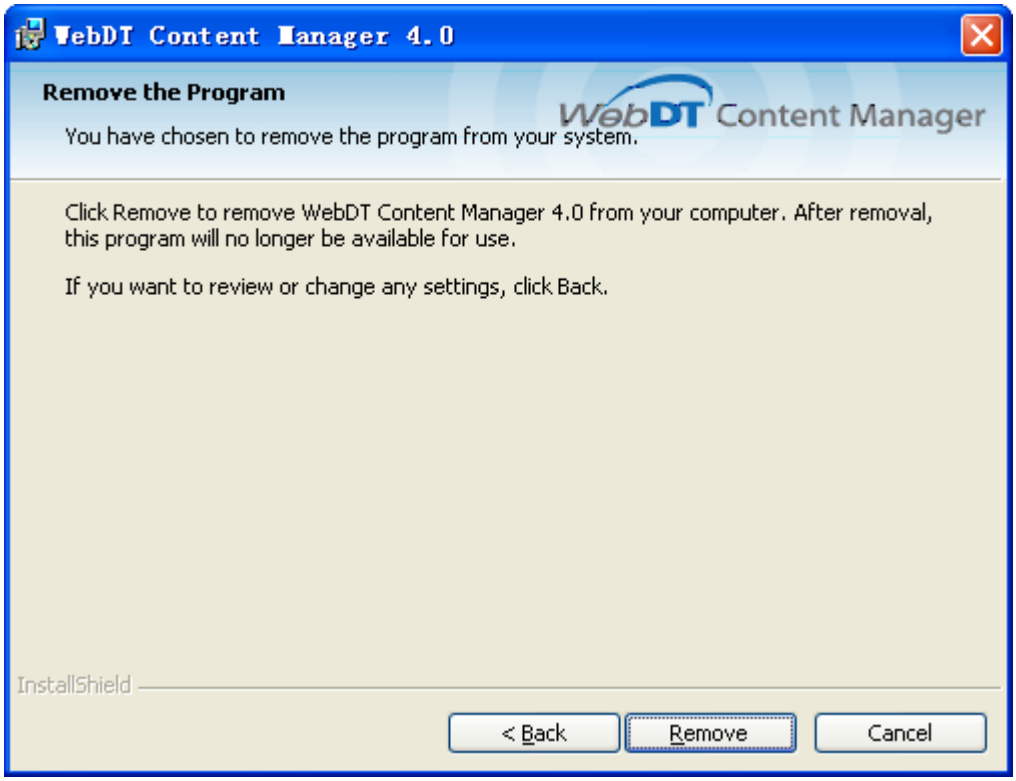

WebDT Content Manager 4.0
Remove the Program
You have chosen to remove the program from your system.
WebDT Content Manager
Click Remove to remove WebDT Content Manager 4.0 from your computer. After removal, this program will no longer be available for use.
If you want to review or change any settings, click Back.
InstallShield
< Back
Remove
Cancel

Figure 20

2. Click **Remove** to uninstall Content Manager from the computer.

The **WebDT Content Manager** is uninstalled.

Collecting Server Log

After installing the WebDT Content Manager Content Server or Publish Server, there is a Collect Log tool, in the Start menu.

This tool will collect the log of the Content Server and Publish Server in local (If they are installed), the installing log, and configuration files.

1. Click the Collect Log tool from Start | Program Files | DT Research | WebDT Content Manager 4.0 to run the tool.

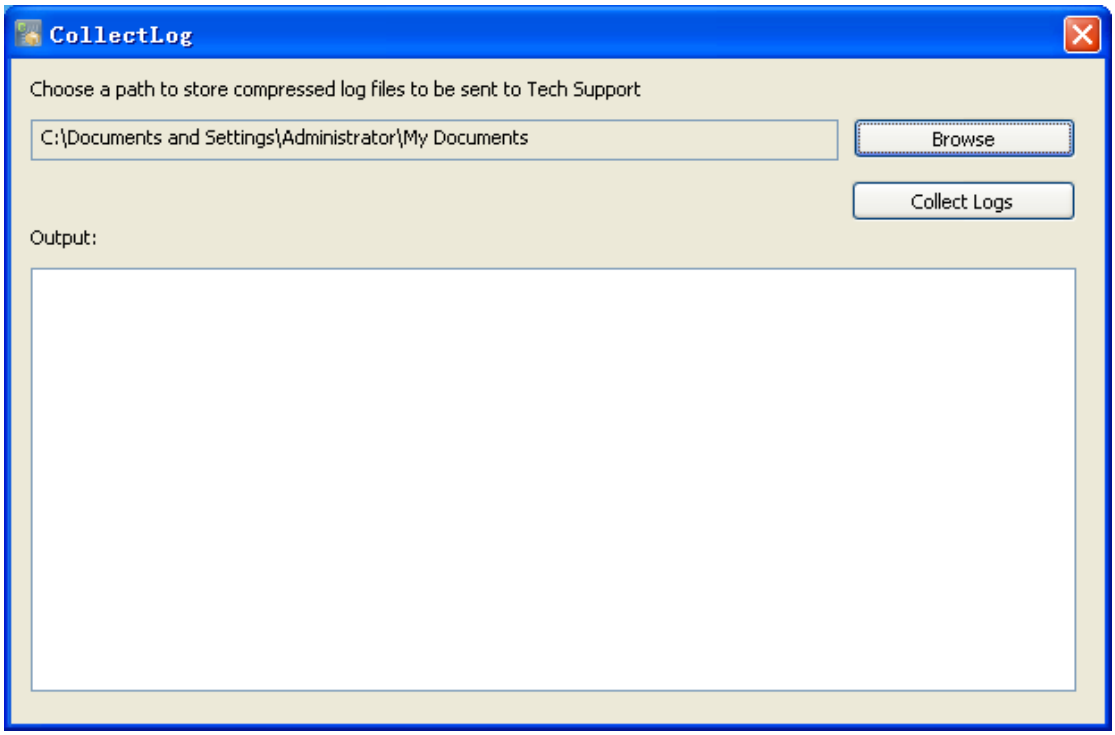


Figure 21

2. Click **Browse** button to select a path to store the compressed log files.

3. Click **Collect Logs** button to start collecting; the processing information is displayed in the **Output** field as shown in figure 22.

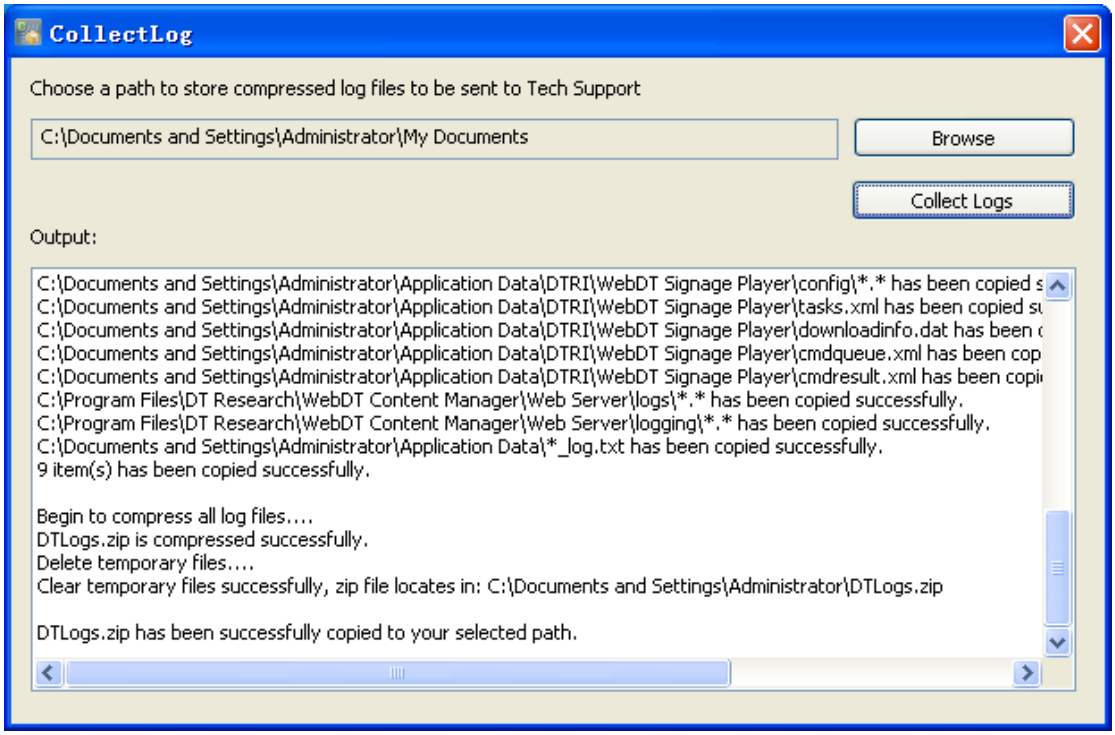

CollectLog
Choose a path to store compressed log files to be sent to Tech Support
C:\Documents and Settings\Administrator\My Documents
Browse
Collect Logs
Output:
C:\Documents and Settings\Administrator\Application Data\DTRI\WebDT Signage Player\config*.* has been copied s
C:\Documents and Settings\Administrator\Application Data\DTRI\WebDT Signage Player\tasks.xml has been copied su
C:\Documents and Settings\Administrator\Application Data\DTRI\WebDT Signage Player\downloadinfo.dat has been c
C:\Documents and Settings\Administrator\Application Data\DTRI\WebDT Signage Player\cmdqueue.xml has been cop
C:\Documents and Settings\Administrator\Application Data\DTRI\WebDT Signage Player\cmdresult.xml has been copi
C:\Program Files\DT Research\WebDT Content Manager\Web Server\logs*.* has been copied successfully.
C:\Program Files\DT Research\WebDT Content Manager\Web Server\logging*.* has been copied successfully.
C:\Documents and Settings\Administrator\Application Data*_log.txt has been copied successfully.
9 item(s) has been copied successfully.
Begin to compress all log files....
DTLogs.zip is compressed successfully.
Delete temporary files....
Clear temporary files successfully, zip file locates in: C:\Documents and Settings\Administrator\DTLogs.zip
DTLogs.zip has been successfully copied to your selected path.

Figure 22

4. After collection is finished, you can quit the tool and get the log files in the path selected.

Site Management

Enterprise level users can enjoy the functionality of setting up and maintaining their own site. Through the Site Management function, Administrators can create, delete, search and manage a site (only one site is available through the Enterprise Version).

Note	**An Administrator account is required to access the Site Management function.**

Creating a New Site

To publish digital signage media, a site must first be created to publish and manage the content.

1. Input the WebDT Content Manager address in Internet Explorer address bar.

Internet Explorer launches the Content Manager login dialog as shown in figure 23.

Figure 23

2. Login as an **Administrator** and click the **New** button to create a new site as shown in figure 24.

Note	▪ **The default User ID and Password are Administrator and Admin, respectively. The organization name is administration.** ▪ **Please remember to change the password for security reasons.** ▪ **All data entry is case sensitive.**

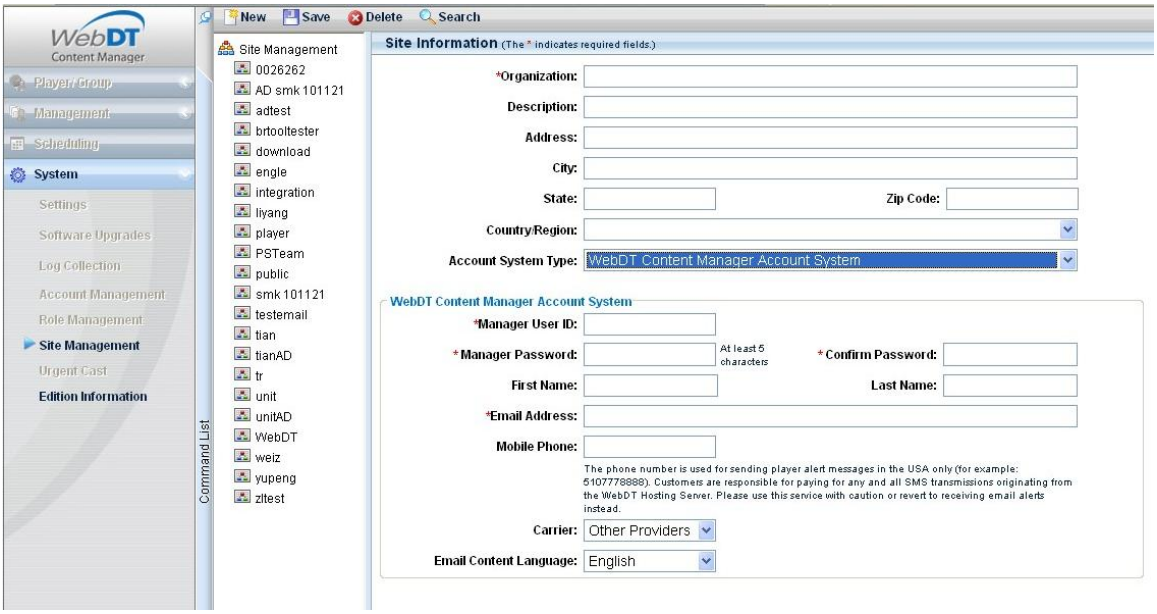


Figure 24

By default, the **Account System Type** is selecting **WebDT Content Manager Account System**; to support the **Windows Active Directory Account System**, please see the

Active Directory section**.**

When selecting WebDT Content Manager Account System, the following information is required:

- **Organization**: Specify the name of your organization. It is required for player registration and user login. Data of different organizations is not shared.
- **Manager User ID**: The **Manager** user can login to the **WebDT Content Manager** with this ID to manage system settings and accounts.
- **Manager Password**: Enter the password for the **Manager** account.
- **Confirm Password**: Enter the **Manager** password for confirmation.
- **Email Address**: Enter the email address for the **Manager** account. The system sends out notification emails such as player malfunctions, account information and schedule publications. Specify an Email SMTP server in the System Settings to receive e-mail based notifications.

The following information is optional:

- **Description**: the description of the site.
- **Address/City/State/Zip Code/Country**: the address where the site is located.
- **First Name/Last Name**: the name of the **Manager**.
- **Mobile Phone**: the mobile phone number for the **Manager** user. The System will send SMS message to this phone number. This feature is only available for mobile users in the USA.
- **Carrier:** the service provider of the selected mobile phone number.
- **Email Content Language:** Specify the language for use with Email and SMS notification.

Once a new site is created, the **Manager** can login to the site through the Content Manager login dialog page, as shown in Figure 25, to create new user accounts and control system settings.

Figure 25

Modifying a Site

After creating a site, the reference information can be changed or updated by clicking on a particular site and directly altering the **Site Information** fields as required.

1. Login to the Administrator account, as shown in figure 26.

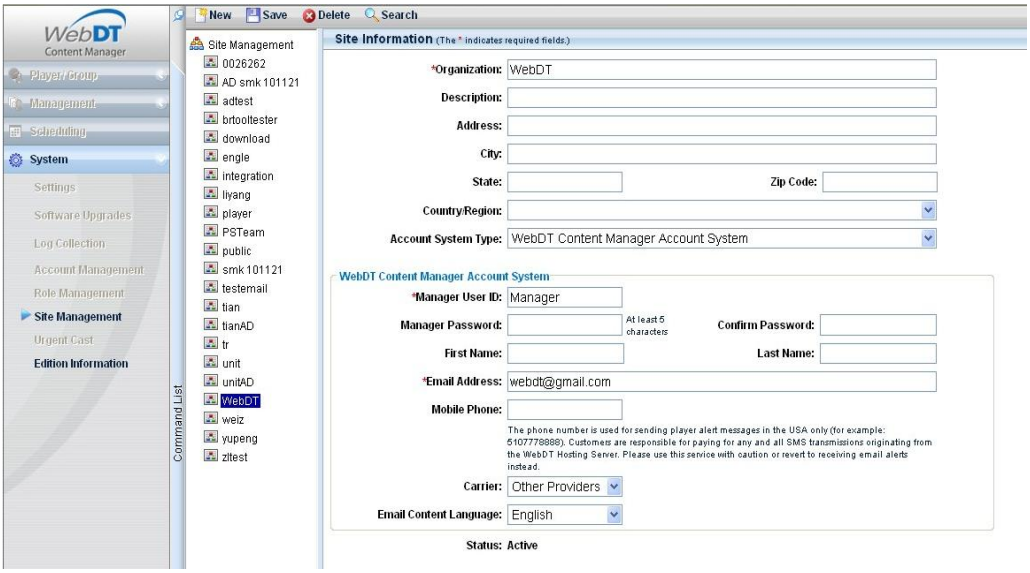


Figure 26

2. Click on the **Site Management** menu on left panel.
3. Select a Site to modify.
4. In the **Site Information** frame, click on the appropriate field and type the new information.

Click **Save** to update the site. The site is updated and saved.

Deleting a Site

A site can be deleted by using the following steps.

1. Login to the Administration account, as seen on Figure 23

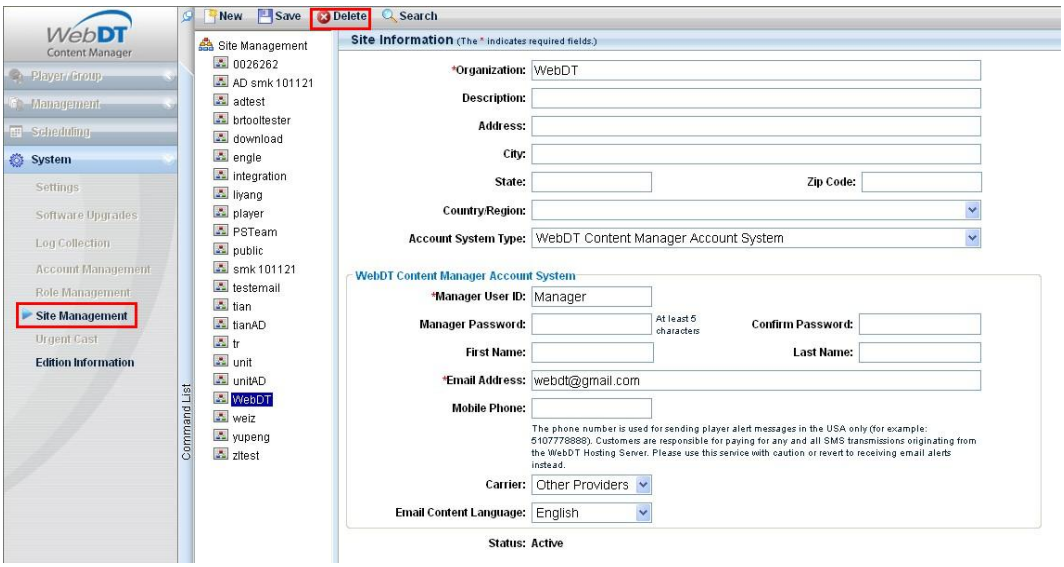


Figure 27

2. Click on the Site Management on the left panel.
3. Select a Site to delete.

A confirmation window pops up. Click **OK** to delete. The site is deleted.

Note	**Warning: If a site is deleted, all the content files under the site will be deleted and cannot be recovered!**

Searching for a Site

The Search function scans rapidly through sites hosted on the system to find a requested entry as specified in the search criteria. This function is particularly useful if there are a large number of sites hosted by the system.

1. Click **Search** button, the **Search Site** screen displays as shown in figure 28

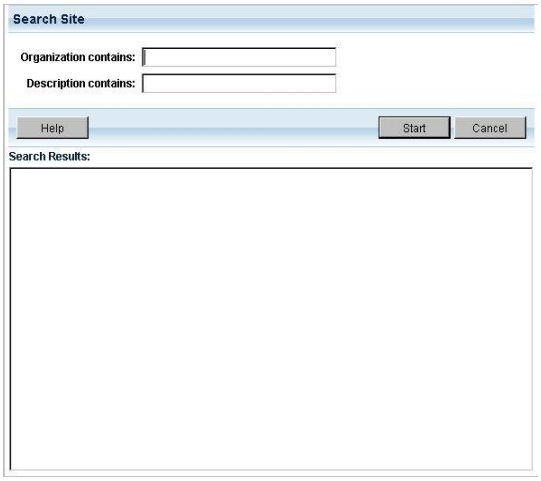


Figure 28

2. Enter search criteria in the **Site ID** and/or **Description** fields.

Note	**If the entire name is unknown enter part of the name of description to display all sites containing those parts.**

3. Click **Start** to begin the search. Matched sites are listed in the **Search Results** window.

Note	**If the search criteria fields are left blank, then all sites are listed.**

Active Directory

WebDT Content Manager can be used with **Windows Active Directory**. The accounts are stored in the Active Directory. Content Manager can read the accounts and password, but cannot change them. This function is excellent for the company using Active Directory to manage their employee accounts.

Click the drop menu of **Account System Type**, select the **Windows Active Directory Account System** option. The **Site Information** screen displays as shown in figure 29.

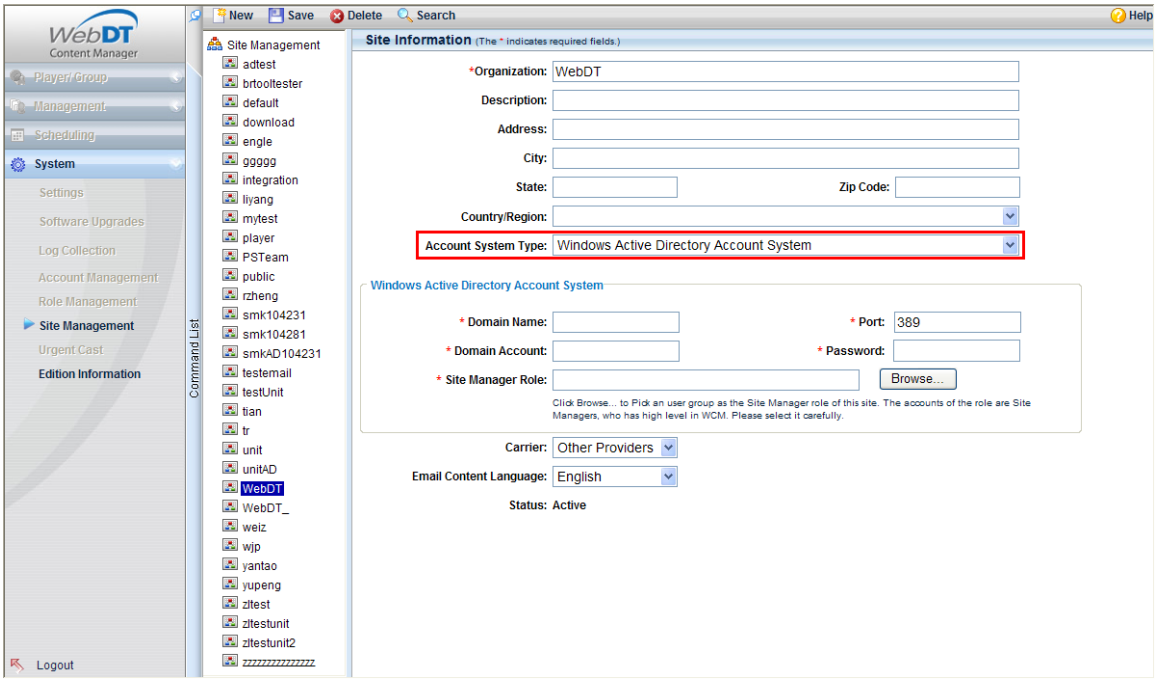
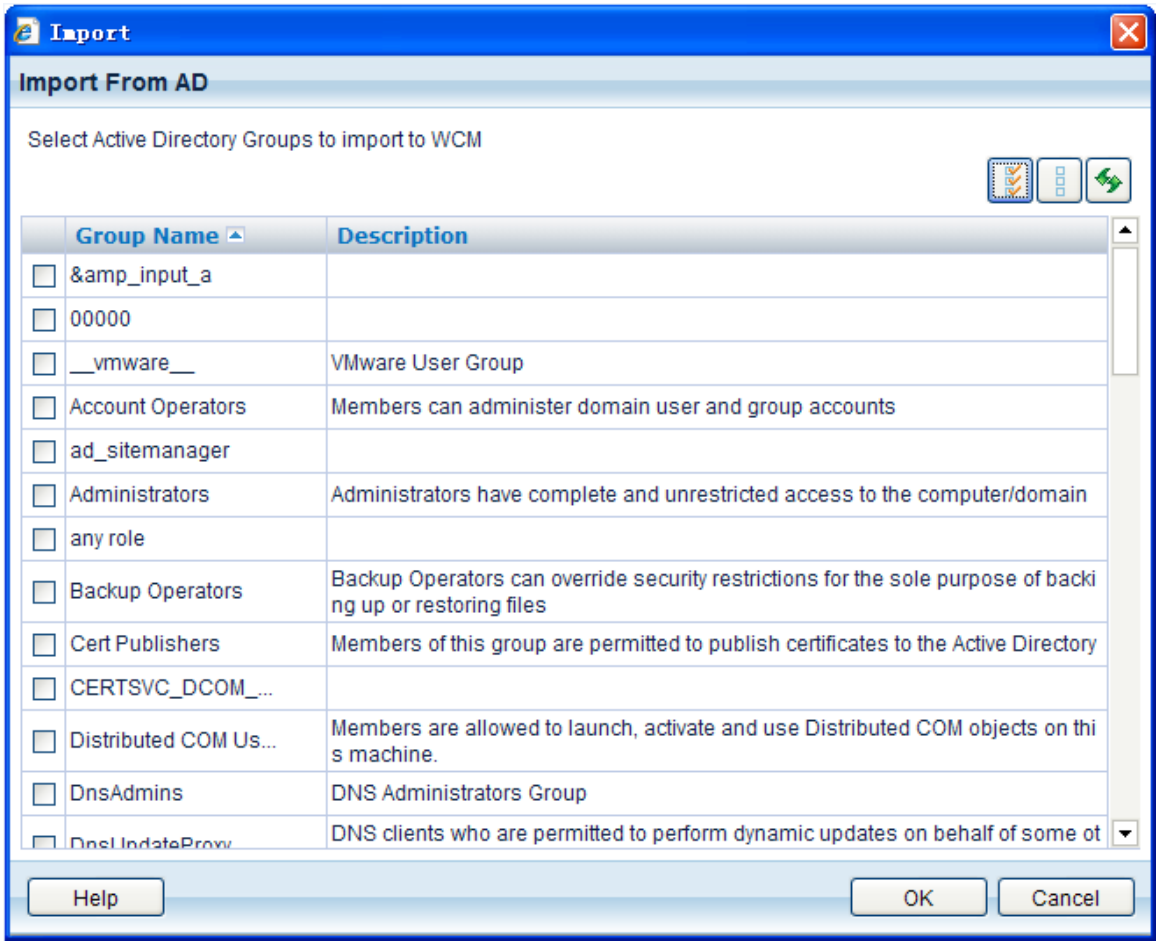


Figure 29

When selecting **Windows Active Directory Account System**, the following information is required:

- **Organization**: Specify the name of your site; required for player registration and user login. Data of different sites is not shared.
- **Domain Name**: Assign the **Active Directory** domain name so Content Manager can find it for access.
- **Port**: The port of the Active Directory domain.
- **Domain Account:** The **Domain Account** should be an account with permission to access the information in Active Directory, allowing Content Manager to access necessary data.

- **Password**: Enter the password for the **Domain Account**.
- **Site Manager Role**: Click the **Browse** button to select a group from Active Directory as the site manager role in **Content Manager**. As shown in figure 29a.


Import
Import From AD
Select Active Directory Groups to import to WCM
Group Name
Description
&amp_input_a
00000
__vmware__
VMware User Group
Account Operators
Members can administer domain user and group accounts
ad_sitemanager
Administrators
Administrators have complete and unrestricted access to the computer/domain
any role
Backup Operators
Backup Operators can override security restrictions for the sole purpose of backi ng up or restoring files
Cert Publishers
Members of this group are permitted to publish certificates to the Active Directory
CERTSVC_DCOM_...
Distributed COM Us...
Members are allowed to launch, activate and use Distributed COM objects on thi s machine.
DnsAdmins
DNS Administrators Group
DNS clients who are permitted to perform dynamic updates on behalf of some ot
Help
OK
Cancel

- Figure 29a

- Select the roles from Active Directory and click **OK** to import it into Content Manager.

The following information is optional:

Description: the description of the site.

Address/City/State/Zip Code/Country: the address where the site is located.

Note	**When the Windows Active Directory Account System is in use, the Content Manager will synchronize the account**

	information in 3:00am everyday from the Active Directory.
Note	**Warning: If you change the Account System Type for a created site, the old account data will be completely deleted!**

Edition Information

The **Edition Information** dialog box displays when you login as an Administrator. The screen displays **Current Version** and **Current Edition** information about the **WebDT Content Manager**.

The maximum site number of the **Enterprise Edition** is one site. The default number of players is five units. If you have more than five players, you can request for an Upgrade Key by logging into the client section of the website http://signage.dtri.com.

Upgrading your WebDT Content Manager

1. Type in your **Upgrade Key** in the dialog box as shown in Figure 30**Error! Reference source not found.**
2. Click **Upgrade**.

The **WebDT Content Manager Server** is upgraded to allow the maximum number of connections associated with the **Upgrade Key**.

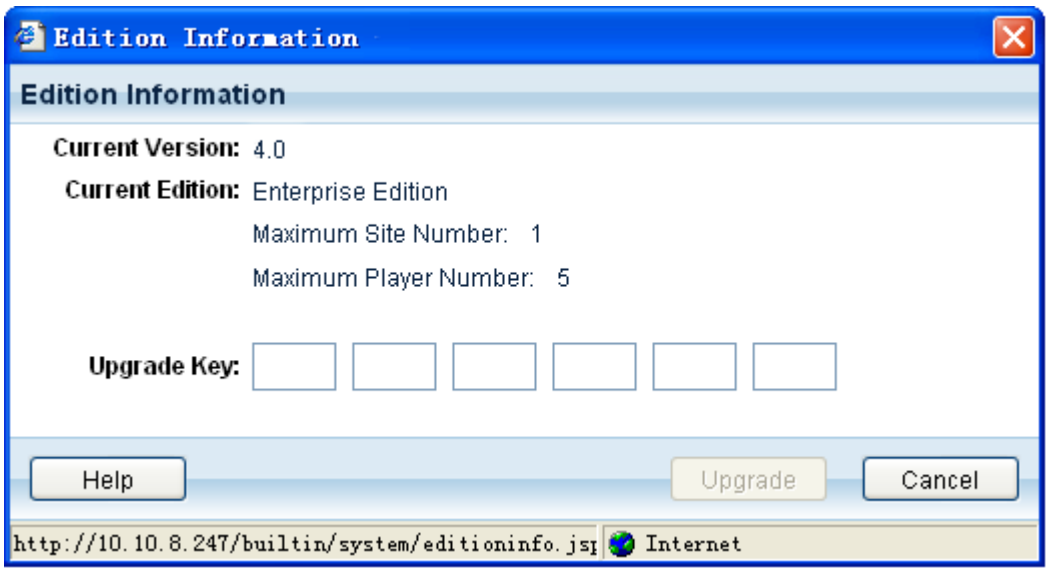


Figure 30

System Management

Managing the System

The **System** section allows the account **with related general privileges** to establish critical system controls for information, settings, account and content management.

If you are a Manager user, the following sub-sections are available in the System section:

Settings	Provides information about critical SMTP server settings, player access passwords as well as error alert settings.
Software Upgrades	Provides a tree view of all edge server and player patches or OS/BIOS, and information on each patch/OS/BIOS.
Log Collection	Allow users to collect log from players and servers, the collected log can be downloaded to a local disk.
Account Management	Allows user with account and role management privileges to create accounts (only for WebDT Content Manager account system) and manage account settings.
Role Management	Allows users with account and role management privileges to create or import roles and change role settings.
Urgent Cast	Urgent Cast is an immediate notification message to be broadcast to the selected **WebDT Players**.

Changing the Administrator Password

1. Click **Change Password** as shown in figure 31

Figure 31

The **Change Password** screen displays as shown in figure 32:

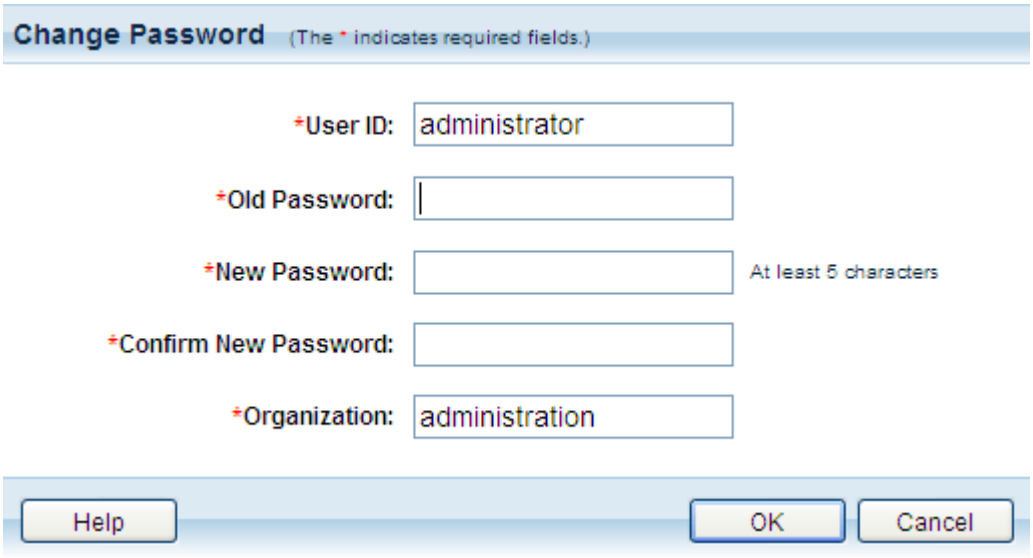


Figure 32

2. Enter the original password in the **Old Password** field.
3. Enter the new password in the **New Password** field.

Note	**Passwords must contain at least 5 characters.**

4. Retype the new password in the **Confirm New Password** field.
5. Click **OK** to complete the Change Password process.

Note	**To change your password, follow the procedures described above.**

System Settings

Within the **Settings** sub-section of the **System** section, the account with System Setting privilege. can set up information pertaining to SMTP server, Player Access Password, default playlist, wallpaper, and so on. Click the **Settings** sub-section command, a **Settings** window displays as shown in figure 33.

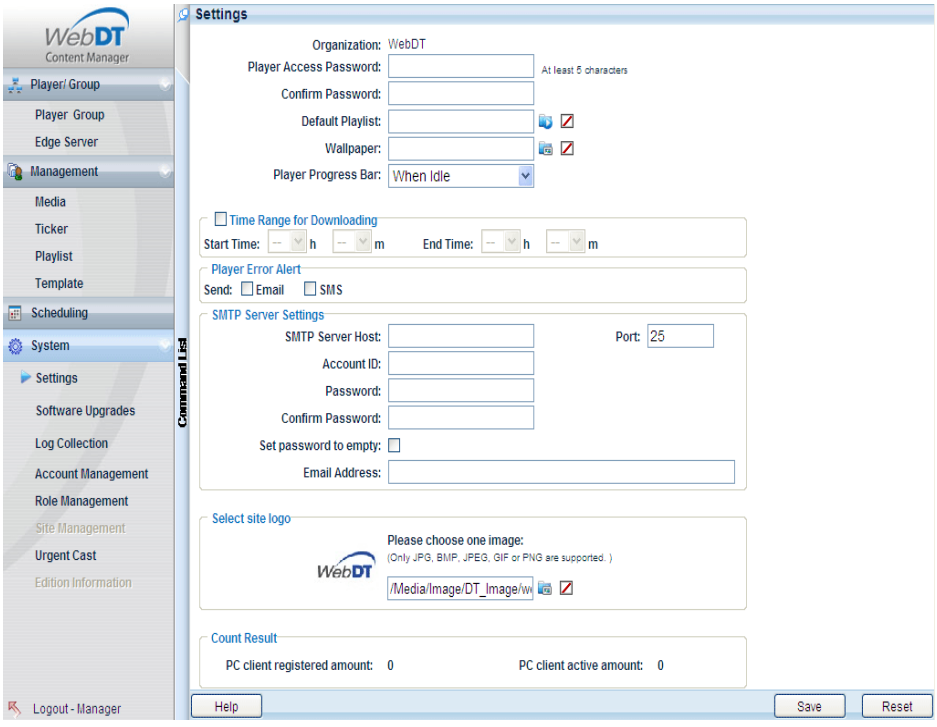


Figure 33

- **Organization**: Displays the name of the site.
- **Player Acess Password**: The required password to register a player.

- **Confirm Password**: Re-enter the Player Access Password.
- **Default Playlist**: Select and set the default playlist for the whole site.

Note	**Group default playlists have priority over site default playlists.**

- **Wallpaper**: Select an image (for the whole site) to set as the default player wallpaper.

Note	**The image file used as wallpaper should be pre-loaded to Media Library. Please refer to Adding Media to a Folder for details about uploading an image file to Media Library.**

- **Player Progress Bar:** Select the on-screen display frequency of the Player Progress Bar: Never, When Idle or Always.

Note	**When the frequency is set to Always, the downloading progress bar displays over scheduled content.**

- **Time Range for Downloading:** If downloading restrictions are required, check the box and enter the time within a 24 hour period when downloading is permissible.
- **Player Error Alert:** Select the Player Error Alert format by checking the appropriate box(es).
- **SMTP Server Settings**: Define the SMTP email settings and email address of the **Manager** to allow for automatic email notifications within the system.

Update the required information to set the **SMTP Server Settings**. The table below gives you a brief description of all the different settings.

Field	Description
SMTP Server Host	Domain location of the SMTP server.
Port	Port number (default: 25) of the SMTP server

Account ID	SMTP server login account ID.
Password	Enter the password of the account ID to log in to the SMTP server.
Confirm Password	Enter password to confirm the **Password** field.
Email Address	Enter the email address to be used for notifications through the **WebDT Content Manager**. **Note:** To avoid a setting conflict, ensure that the sender email address is different from that of the receiving account, see Figure 59.

Note	**Failure to fill in the SMTP information fields will result in the inability to receive important technical information from the WCM server and player(s). We recommend that you complete the SMTP information page.**

Select Site Logo: Define an image file in JPG, BMP, JPEG, GIF or PNG format as site logo which can be shown when Show Site Logo checkbox is selected under Urgent Cast page.

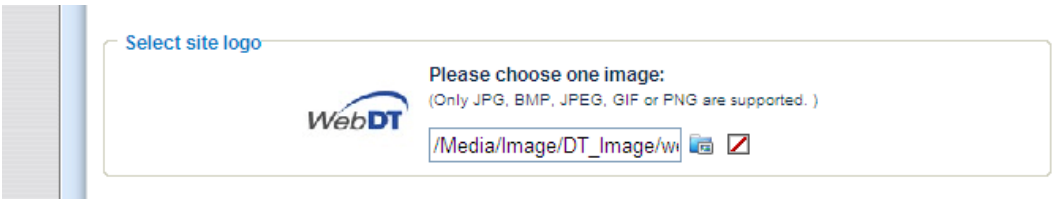


Figure 34

SETTING DEFAULT SITE PLAYLIST

To set the default playlist for your site, use the following steps:

1. Click on **System** | **Settings**.

2. In the **Default Playlist field**, click on the Browse ( ) icon.

The **Select a Playlist** window displays.

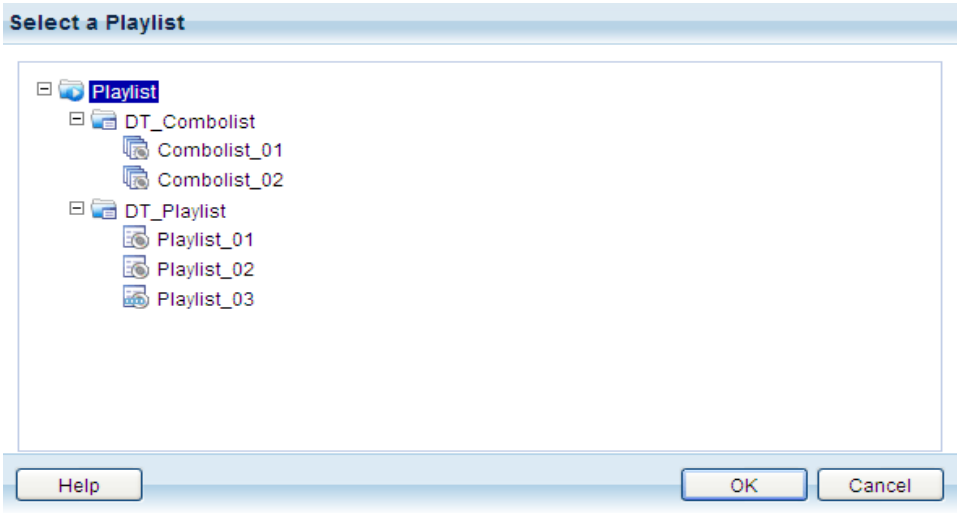


Figure 35

3. Select the **Playlist** from the available list.
4. Click **OK** to continue.

The Playlist now displays in the default field.

SETTING WALLPAPER FOR A SITE

To set the default wallpaper for your site, use the following steps:

1. Click on **System** | **Settings**.
2. In the **Wallpaper** menu, click on the Select ( ) icon.

The **Select an Image** window displays.

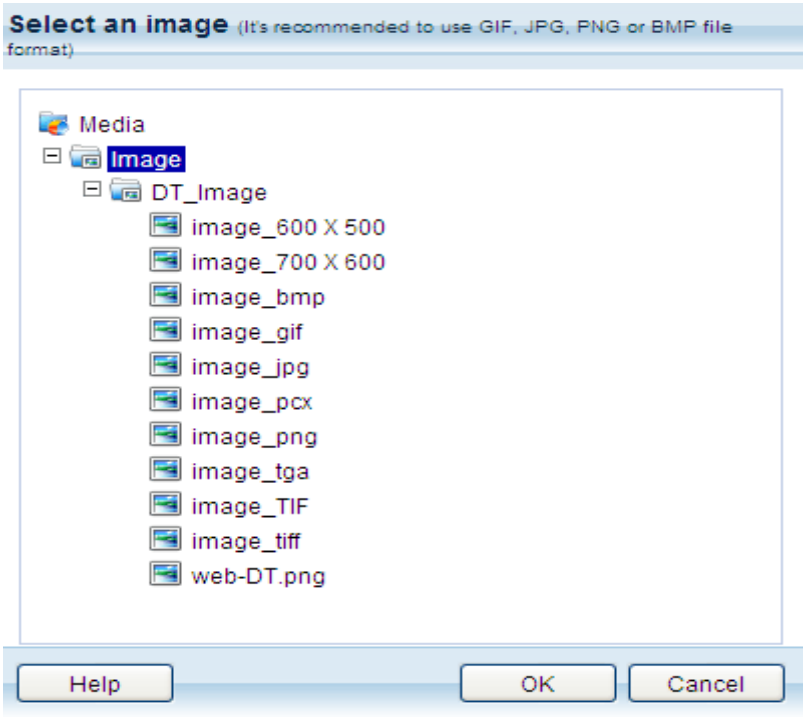


Figure 36

3. Select the **Image** from the available list.
4. Click **OK** to continue.

The selected image is now the default site wallpaper.

COUNT RESULT

The number of PC Clients registered to the WCM server can be seen here. The number of these PC clients that are active is displayed as well. (This field should only be active if you have purchased the WebDT SimulCAST module.)

Figure 37

Software Upgrades

The Software Upgrades menu allows you to update OS/BIOS or apply new WCM patches to edge servers or players from the source WCM server.

Patches/OS/BIOS updates can be applied to a single or multiple players (edge servers) simultaneously.

1. Click the **Software Upgrades** sub-section command.

The **Software Upgrades** window displays as shown in Figure 38.

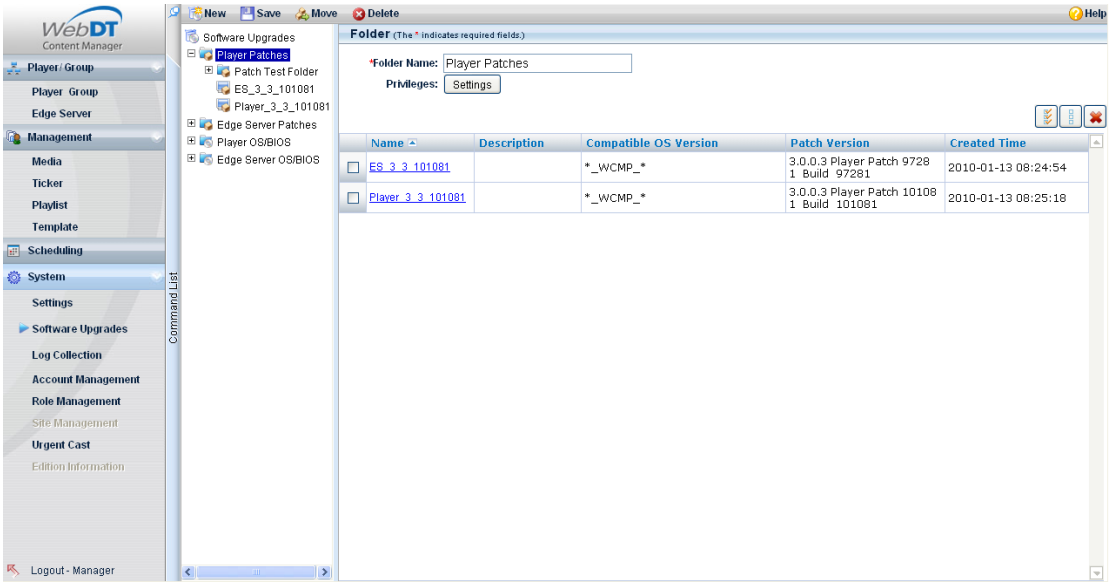


Figure 38

2. Select **Player Patches**, **ES Patches**, **Player OS/BIOS** and **Edge Server OS/BIOS** from the Software Upgrades Tree View on the left section.

Information for the patch (creator, privileges, patch version, file size, compatible device, compatible OS version, and created time) is displayed figure 38.

Information for the OS/BIOS (creator, privileges, Path in Publish Server, OS version, BIOS name, BIOS version, file size, compatible device and created time) is displayed as shown in Figure 38.

Update Task tab displays current update tasks assigned to players or edge servers or groups.

Preload tab displays edge servers that have preloaded the selected OS/BIOS.

Files tab displays complete list of files of the OS/BIOS, including file size and last modified time.

Note	***Privilege Setting, Full Control*: Users can modify privileges for the current node when this is selected, all options are selected** ***Modify*: User can Create, Edit, or Delete current node** ***Read*: User can read current node, without this option user cannot see current node in tree, in dialog, etc.**

Uploading a New Patch

1. Select Player Patches or Edge Server Patches from the Software Upgrades Tree View on the left section.
2. Click **New** from the top menu bar.
3. Select **New Patch**.

The **Patch Information** window displays

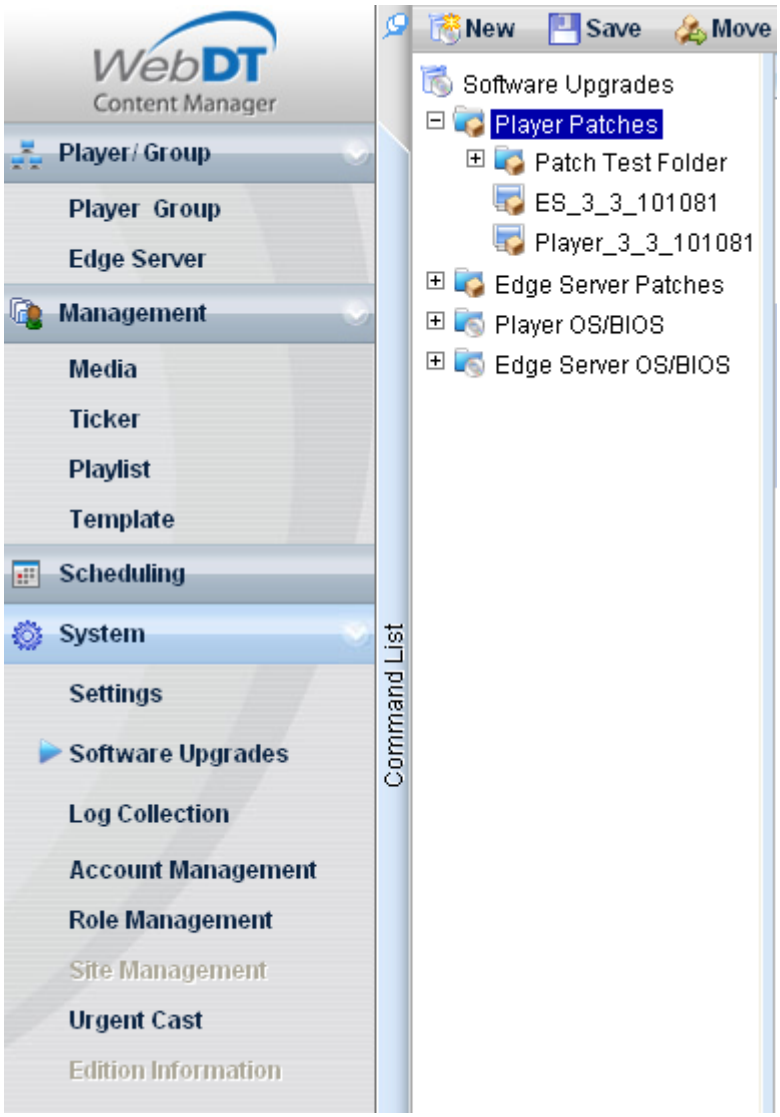


Figure 39

4. Fill in the required fields.

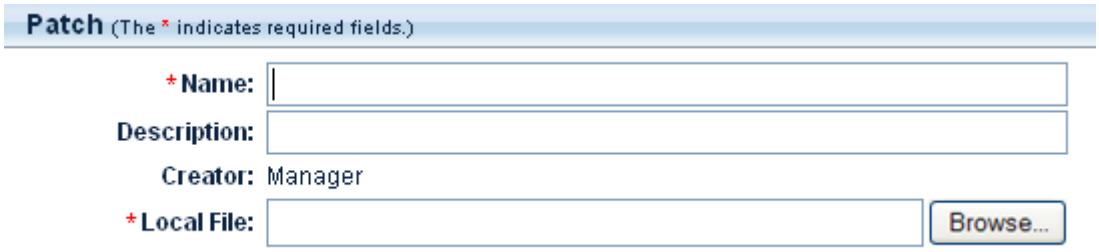


Figure 40

5. Click the **Browse** button to select the patch file.

6. Click the **Save** button on the top menu bar to save the new patch settings.

Moving or Deleting a Patch

1. Select the patch to move from the Player or ES Patch Menu Tree.
2. Click the **Move** button on the top menu bar.

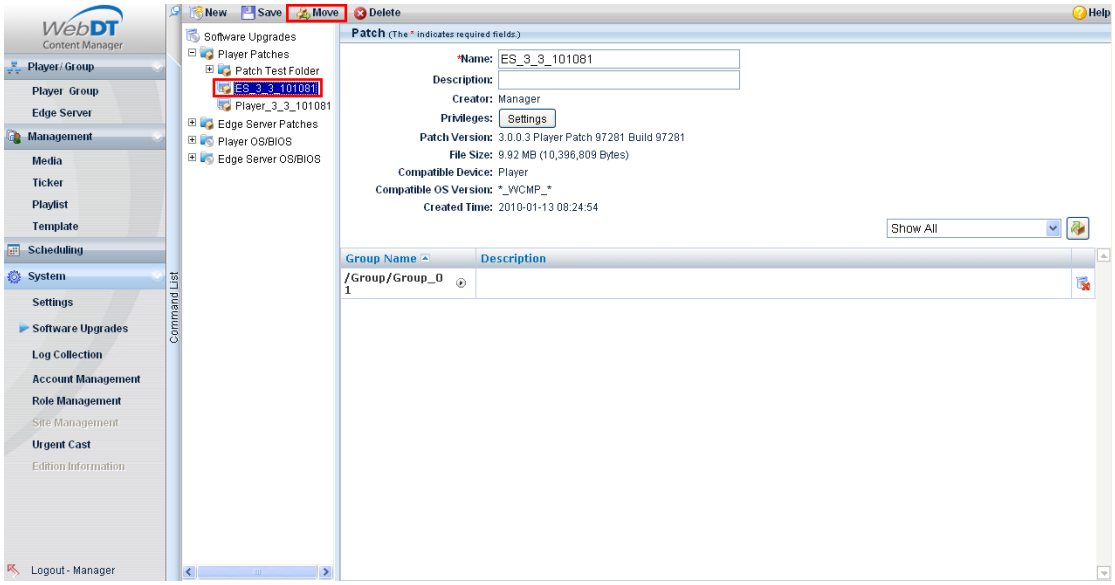


Figure 41

A **Select Folder** window displays

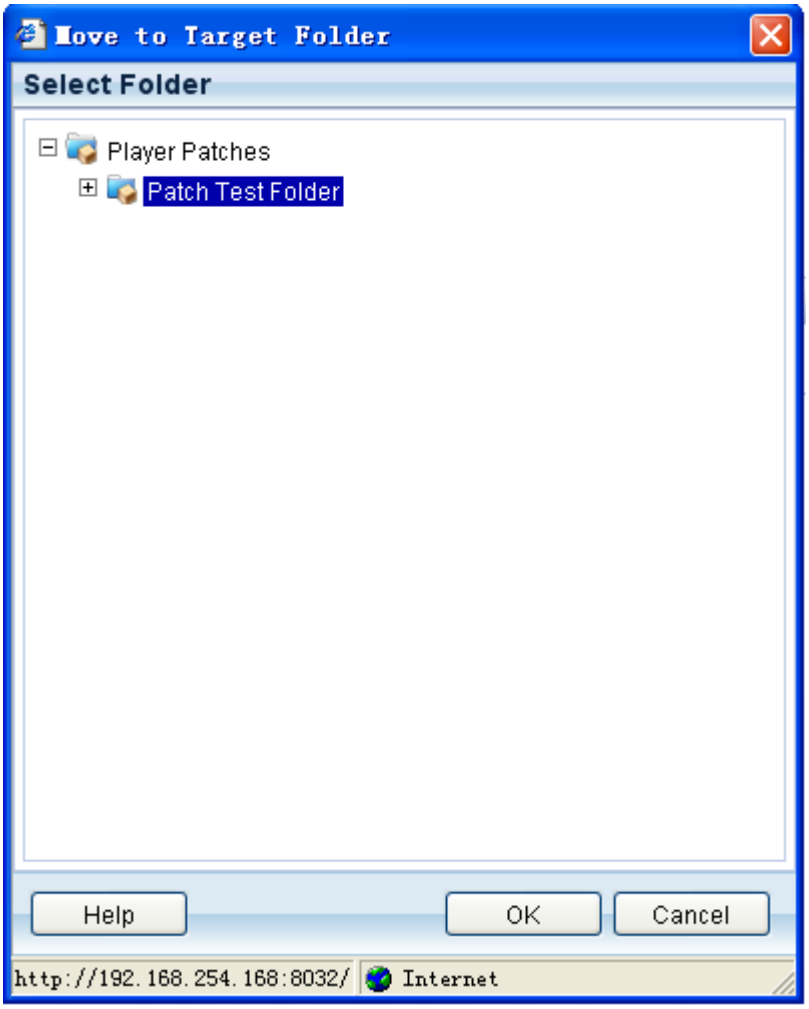


Figure 42

3. Select the target destination for the patch.
4. Click **OK** to continue.

The patch is now moved to the new tree location.

To delete the patch, click **Delete** button. A confirmation window will display, click **OK** to delete the patch.

Dispatching a Patch file to Players/ Edge Servers

1. Select the patch from the Player or ES Patch Menu Tree
2. Click the **Select Players** or **Select Edge Servers** icon on the right section

The **Dispatch to Players** or **Dispatch to Edge Servers** window displays as shown in the following figure 43.

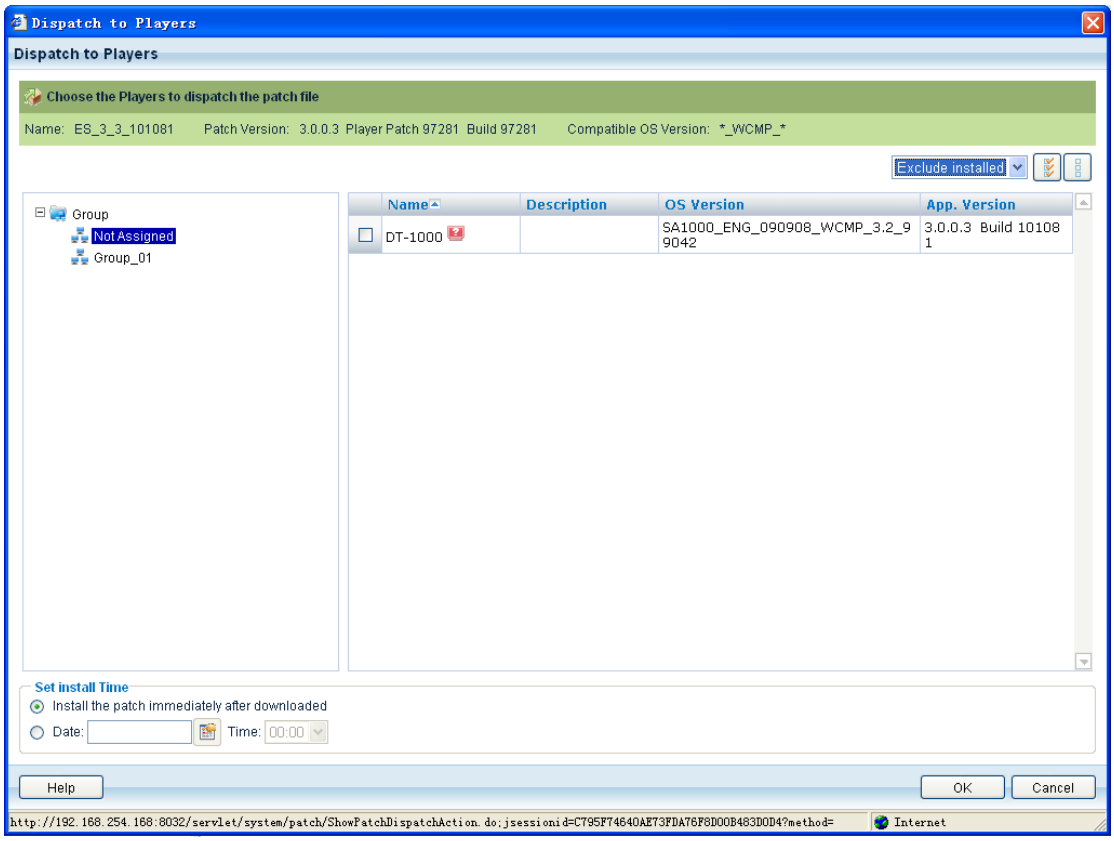


Figure 43

3. Choose the players/edge servers to dispatch the patch file from the Player/ Group tree view on left section.

Note	**Select *Include installed* or *Exclude installed* from the drop down menu on the top right corner. This can save time when organizing updated and non-updated players.**

4. In **Set install Time** (bottom of window), choose **Install the patch immediately** after downloaded or select **Date/ Time** to start the installation process.

5. Click **OK** to complete the dispatch settings.
6. Dispatch progress will now be listed in the **Patch** window. Status of the dispatch activity will be shown in status column.

Canceling Dispatch for Players or Edge Servers

1. Click the **Cancel** icon on right side to cancel the dispatch activity.
2. Click on the drop-down menu on right side to specify a dispatch status to players in the list.

Note	**You can elect from the following: Show All, Show Not Issued, Show Downloading, Show Partially Downloaded, Show Downloaded, Show Installed, Show Canceling, Show Cancelled or Show Failed.**

Uploading an OS/BIOS

1. In **System** | **Software Upgrades**, select the **Player OS/BIOS** folder.
2. Click the **New** | **New OS/BIOS**.

The **OS/BIOS** frame displays.

Figure 44

3. Fill in all required information as seen in Figure 44.
4. Click **Browse** to select the new OS/BIOS to upload.
5. Click **OK** to continue.
6. Once the local file is uploaded, click **Save**.

Note	**The file must be in a compressed (*.ZIP) package.**

Updating OS/BIOS to Players

1. Select the OS/BIOS from the Player or ES OS/BIOS Menu Tree
2. Click the **Select Players** icon on the right section
3. The **Update Players** window displays.
4. Choose the players to dispatch the OS/BIOS from the Player/ Group tree view on the left section.

Note	**Select *Include updated* or *Exclude updated* from the drop down menu on top right corner. This can save time to figure out which players have or have not been updated with the OS/BIOS.**

5. In **Update Options** at left bottom section, choose update **immediately** or select **Date/ Time** to specify an installation period.
6. In **Advanced Options** (right bottom section of window), choose **Update From Host** to update from ….; choose Specify Wi-Fi Settings as needed ….
7. Click **OK** to update the settings.
8. Update details will now be listed in the **OS/BIOS** window.

Moving OS/BIOS

You can move an OS/BIOS pack to a subfolder within the root folder.

1. Navigate to **System** | **Software Upgrades**.
2. In the **Software Upgrades** column, select the **OS/BIOS** to move.

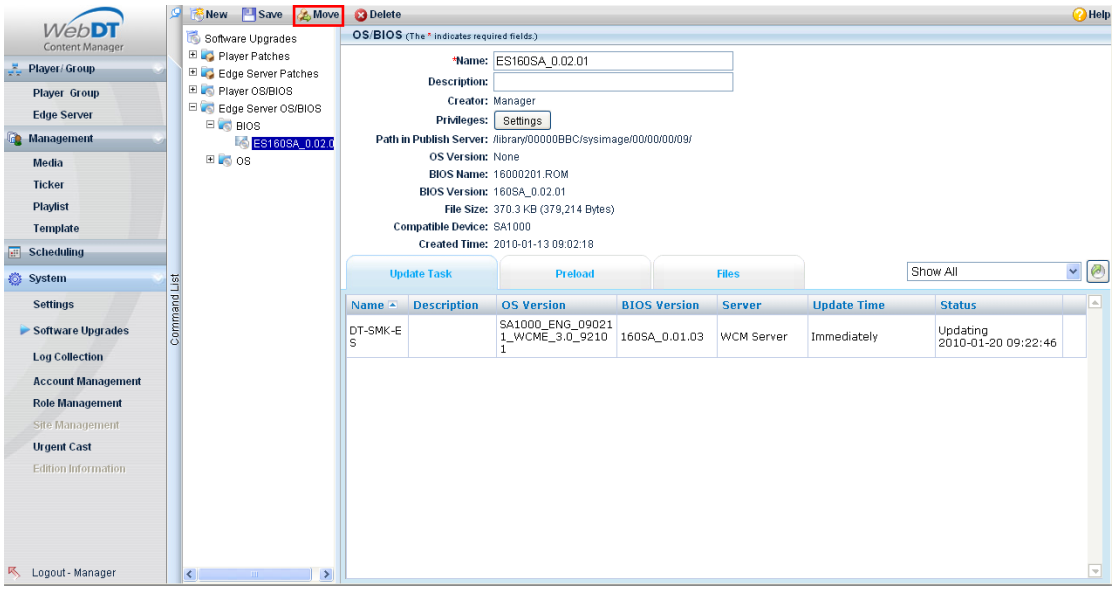


Figure 45

3. Click on the **Move** button.

The Select Folder window displays

Deleting OS/BIOS

You can delete an OS/BIOS pack by following the procedures that follow.

1. Navigate to **System** | **Software Upgrades**.
2. In the **Software Upgrade**s column, select the **OS/BIOS** to delete (e.g.; 160SA_02.02.01).

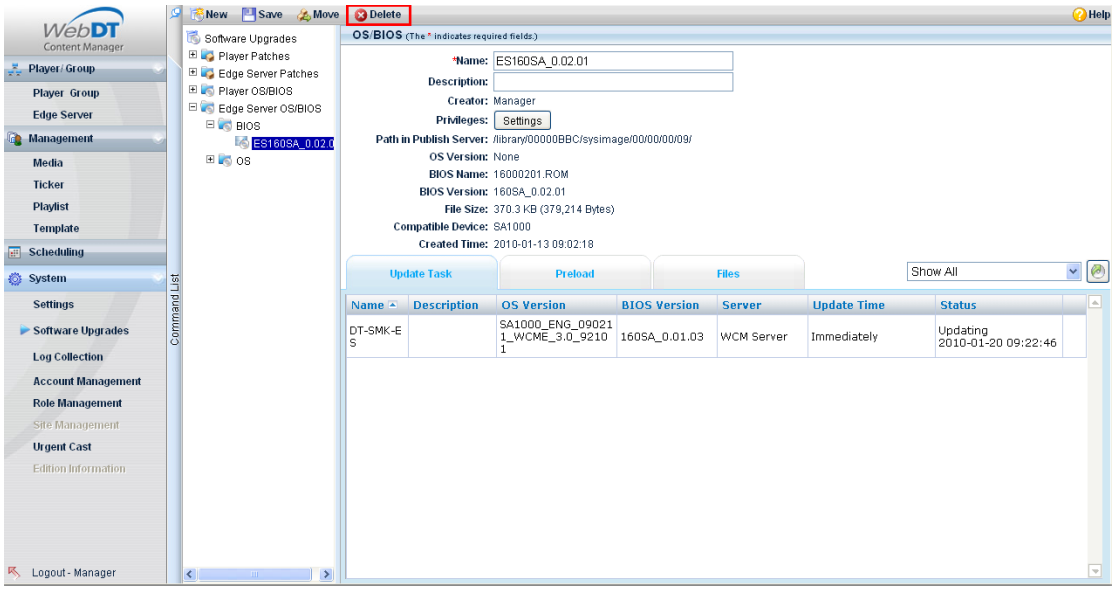


Figure 46

3. Click the **Delete** button.

A confirmation window displays.

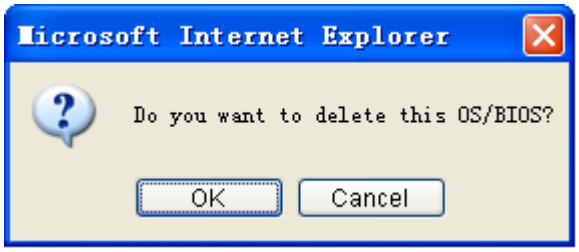


Figure 47

4. Click **OK**.

The OS/BIOS is now deleted.

Canceling an Update for Player or Edge Server OS/BIOS

1. Click the **Cancel** icon on the right side to cancel an update task.
2. Click on the drop-down menu on right side to specify a dispatch status to players in the list.

Note	Select from the following: Show All, Show Not issued, Show Scheduled, Show Updating, Show Update, Show Cancelling, Show Canceled or Show Failed.

Preloading an OS/BIOS to Edge Servers

1. In **System | Software Upgrades,** select an OS/BIOS file under Player OS/BIOS or Edge Server OS/BIOS.
2. Select the **Preload** tab, located to the right**.**
3. Click the **Select Edge Server** button as shown in following image.

Updating from Host

You can update your OS/BIOS from a host Edge Server. To specify the remote host use the following guidelines.

In this example, the server host is labeled **Host A** (IP is 10.10.1. 60, Port is 8888).

1. Find a Player/Edge Server OS/BIOS file (Publish Server file path is as follows: /library/00000BBC/sysimage/00/00/00/09/), refer to the following screenshot.

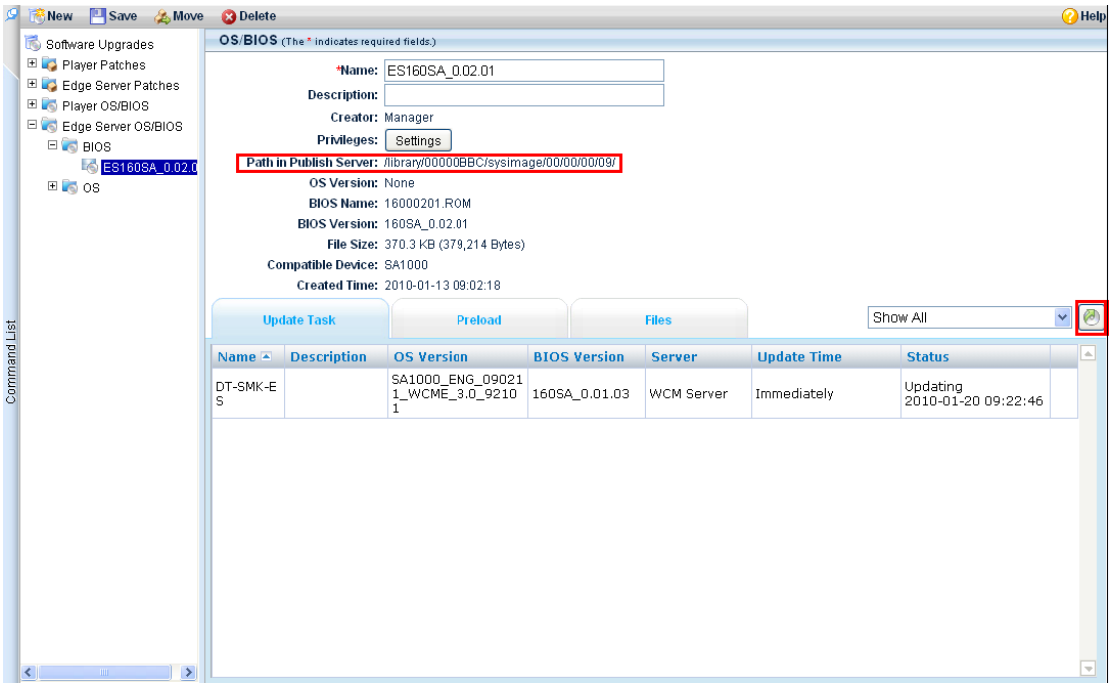


Figure 48

2. Create a path on Host A, following the same Edge Server path structure, for example: http://10.10.1.60:8888/sysimage/00/00/00/10/.

3. Manually copy the OS/BIOS files to the path created in Step 2.
   The OS/BIOS file must be the same file type as used for Software Upgrades in WebDT Content Manager.
4. In the Software Upgrade page, select the OS/BIOS to be updated.
5. Click the button to open the Update Players or Update Edge Servers dialog.
6. Select compatible players or edge servers to update.
7. Specify **Update from Host** found on the bottom section, for example: http://10.10.1.60:8888/.
8. Click **OK**.

The selected players or edge servers will then download the OS/BIOS files from Host A to update OS/BIOS.

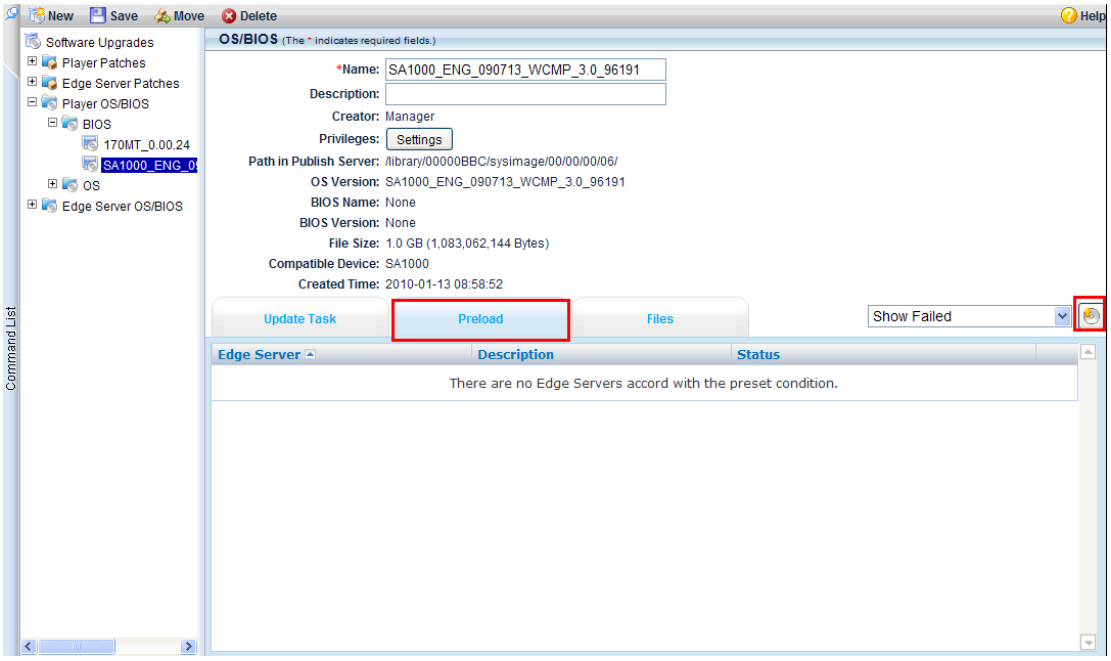


Figure 49

9. Check the corresponding boxes to select the Edge Servers for preloading the OS/BIOS file.

Click **OK** to start the preload process**.**

Log Collection

Within **Log Collection**, the user with corresponding privilege can collect the log information on Content Server, Publish Server, players and Edge Servers. Click **Log Collection** sub-section command, the Log Collection window displays as show in Figure 50.

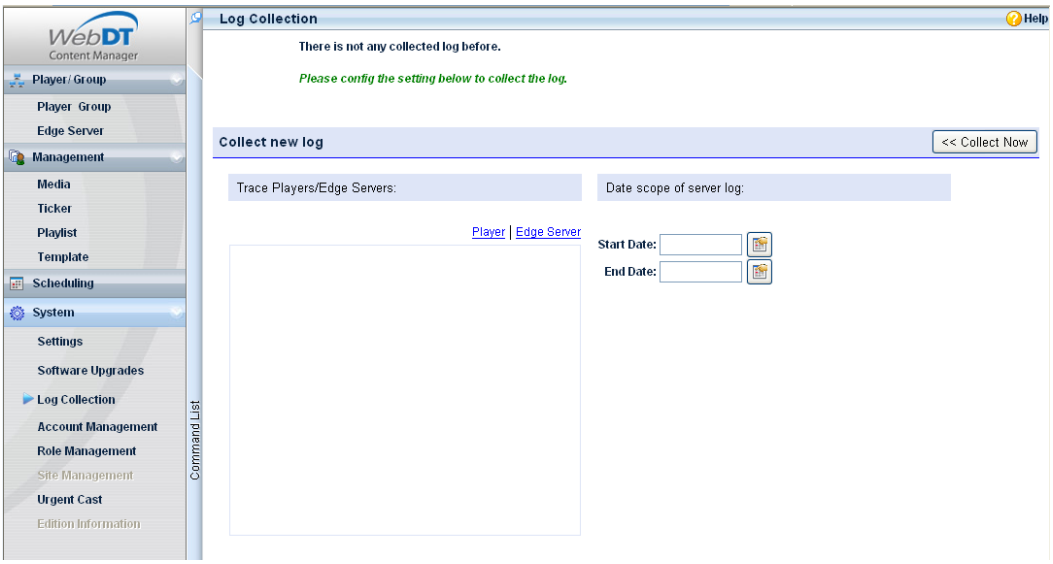


Figure 50

- The current **log collection information** will be shown on top of the page.
- **Trace Players/Edge Servers**: Add players and Edge Servers to collect log information.
- **Date scope of server log**: select a date range to collect log information on Content Server and Publish Server.

Note	**If you installed multiple Content Servers and Publish Servers, log data on all servers will be collected.**

Adding the Conditions

You should add at least one condition between **Trace Players/Edge Servers** and **Date scope of server log**. Otherwise, you cannot click **Collect Now** button to start collecting.

1. Click **Player** under the Trace Players/Edge Servers to open the dialog as shown in figure 51:

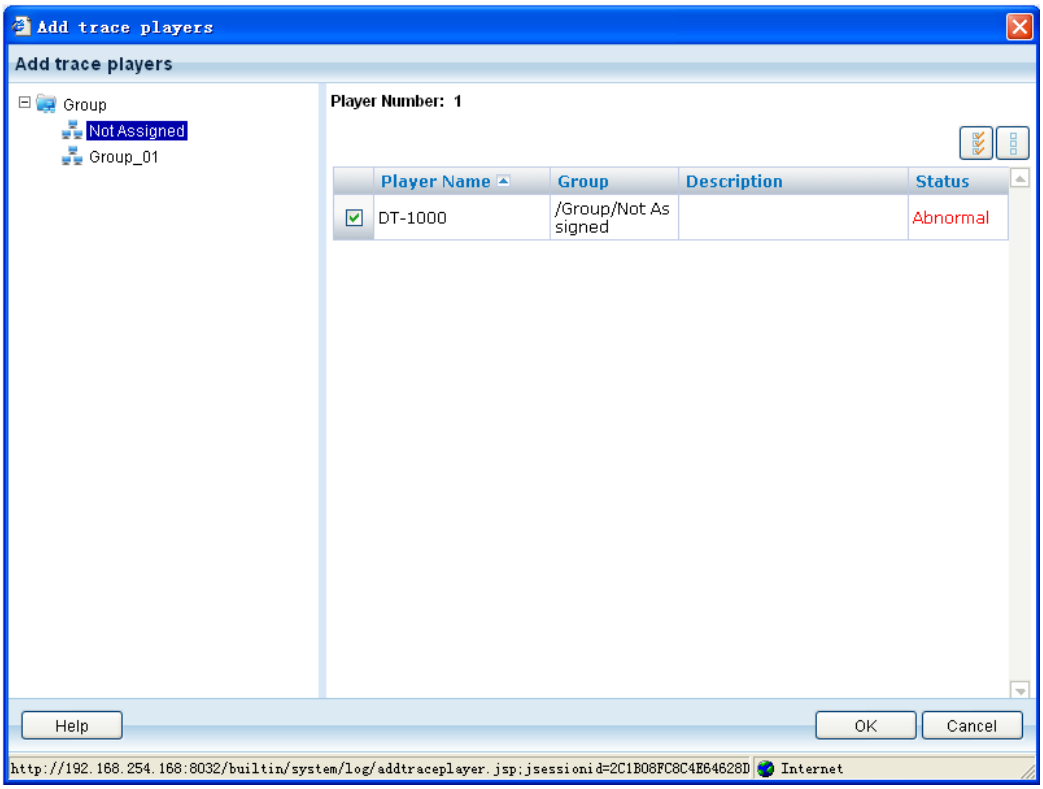


Figure 51

2. Select players which are **sorted by group** and click **OK** button to add the selected players.
3. Click Edge Server to add the dialog as shown in figure 52:

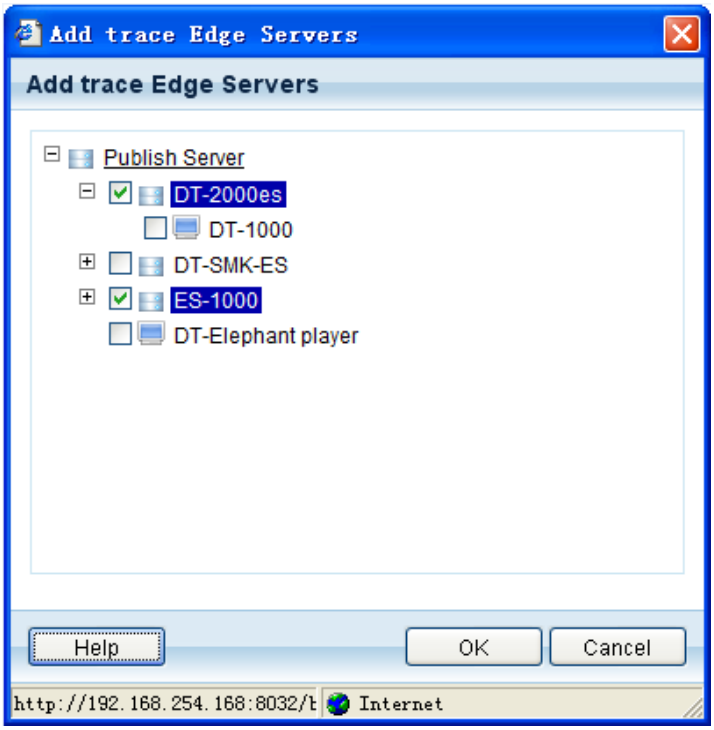


Figure 52

4. Select **Edge Servers** or players under them and click **OK** button to add.
5. The players/Edge Servers are added as shown in figure 53, you can click the **delete** button after an item to delete it:

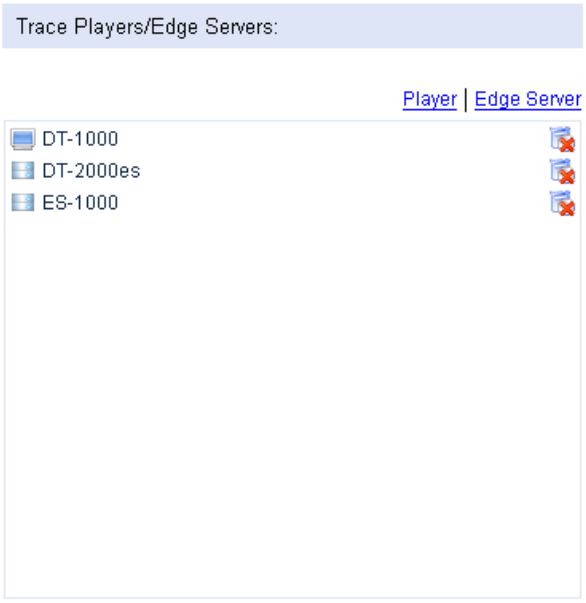


Figure 53

6. Select **Start Date** and **End Date** of the **Date scope of server log** as shown in figure 54:

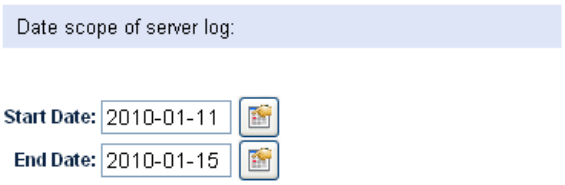


Figure 54

Log Collecting

7. As soon as any of the conditions are selected, you can click Collect Now button to start collecting as show in figure 55:

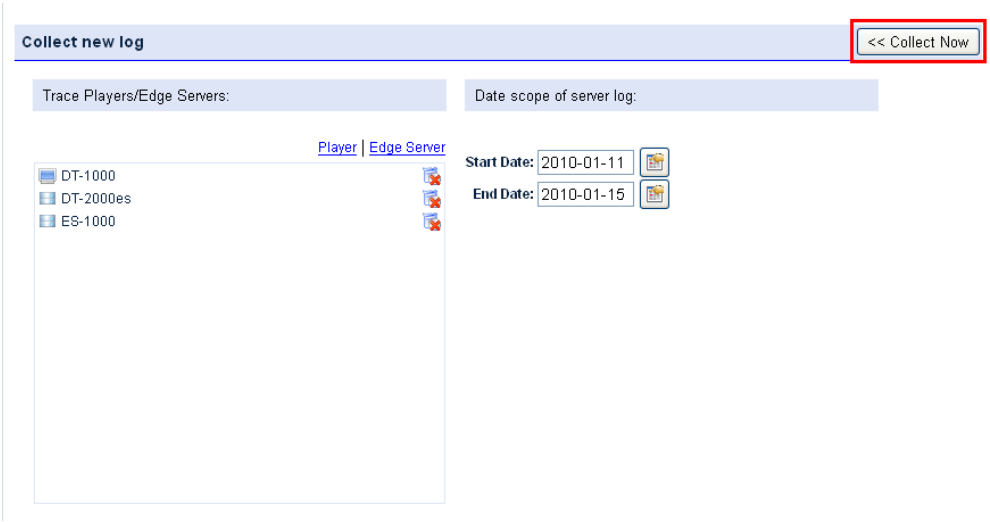


Figure 55

8. The log is collecting data as shown in figure 56, you can click **Cancel** button to cancel it:

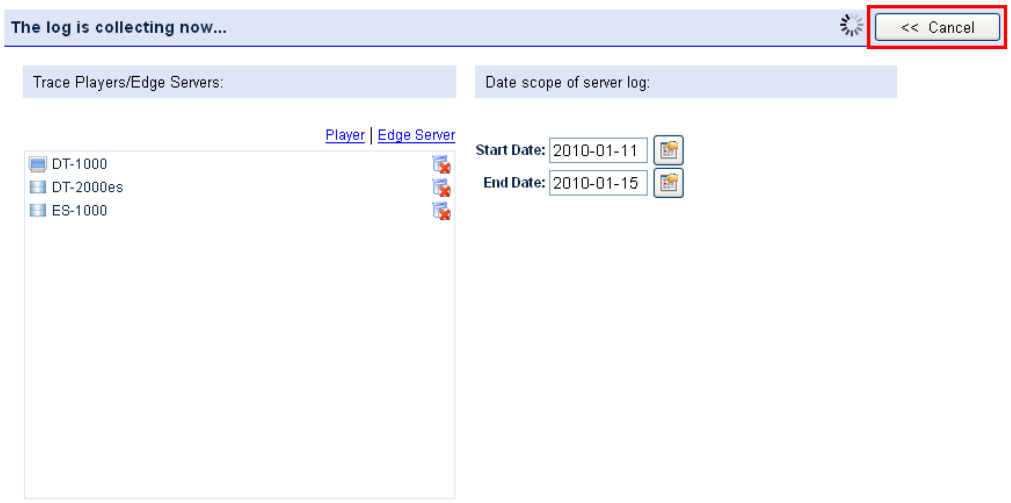


Figure 56

Note	**When you refresh the page before collecting data is finished, the conditions will be cleared, but the current collecting is not affected.**

Downloading Collected Log

9. After the log is collected, it will be shown in the page, click download to download the file to a disk as shown in figure 57:

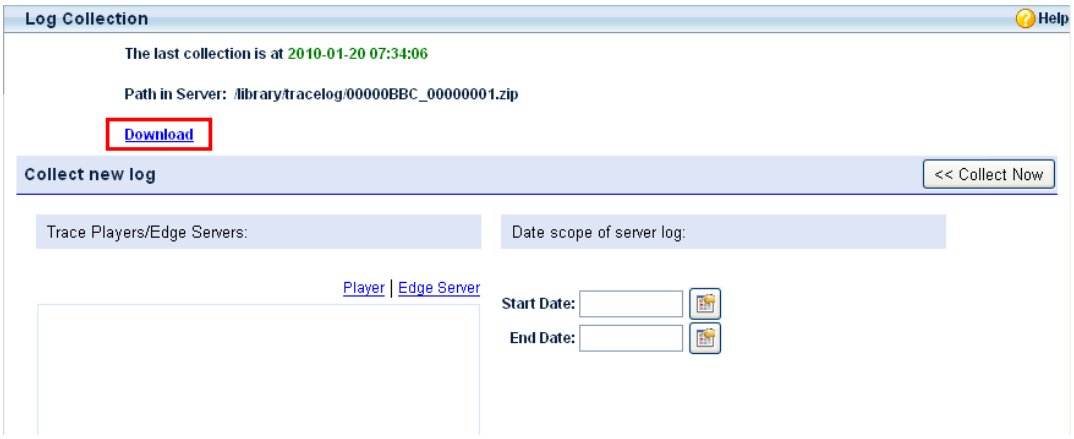


Figure 57

Note	**WebDT Content Manager will keep one log file for each account, after current collecting is finished, the previous log file will be deleted, please download the log file before**

	collecting again if needed.

Account Management

Within Account Management, an account with the **Account and Role Management privilege** (Click here for details) is able to create additional accounts (as shown in Figure 58). The account can view and modify the existing user accounts and information stored within the account information.

Users can select a **Preview Player** in order to preview any content (media, ticker, playlist and urgent cast) before the schedule is published.

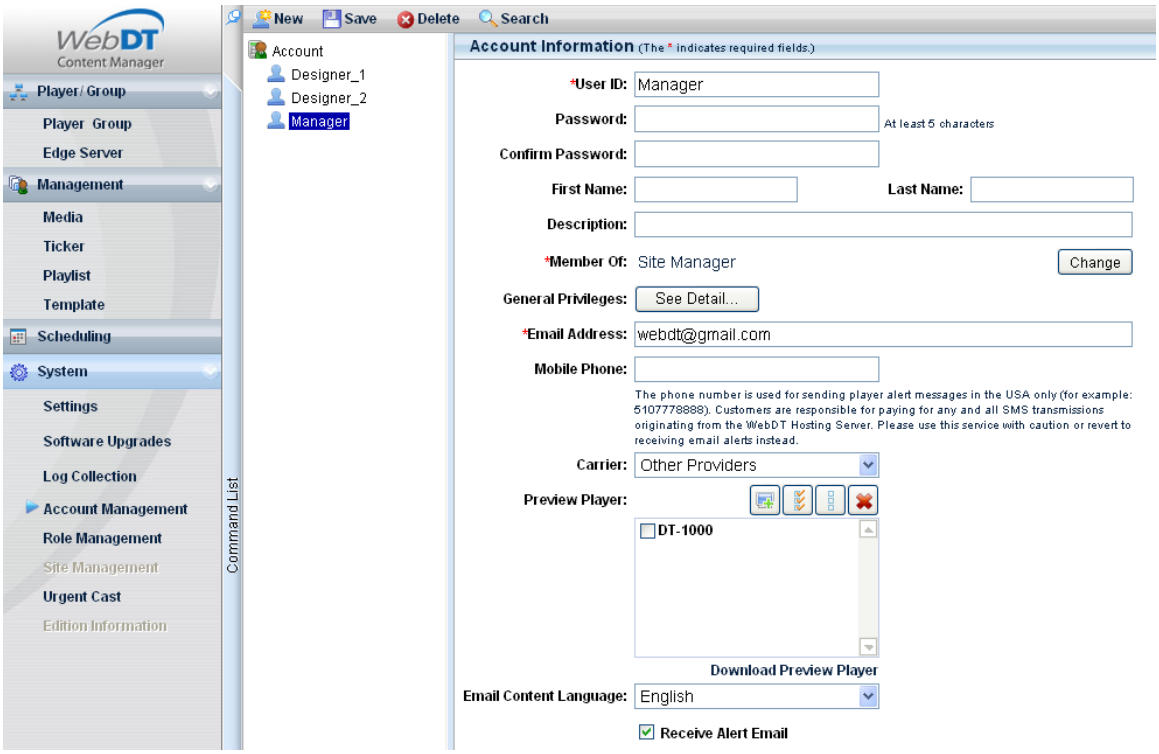


Figure 58

Creating an Account

In **Account Management**, you can add, edit, or delete accounts. When a new account is setup, the **WebDT Content Manager** will send a notification email to the specified email account.

Note	**The Email notification function can only be activated if the SMTP server settings have been established.**

Creating a new user account

10. Click **New** from the top menu bar.

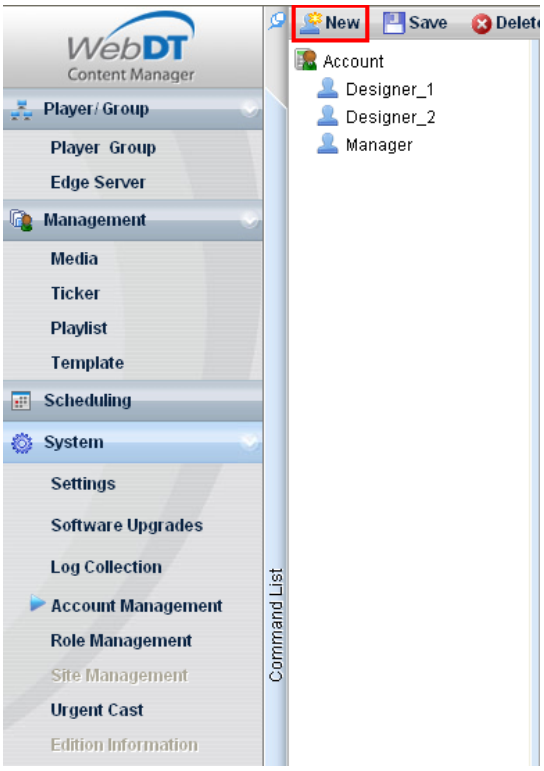


Figure 59

The **Account Information** screen displays as shown in Figure 60.

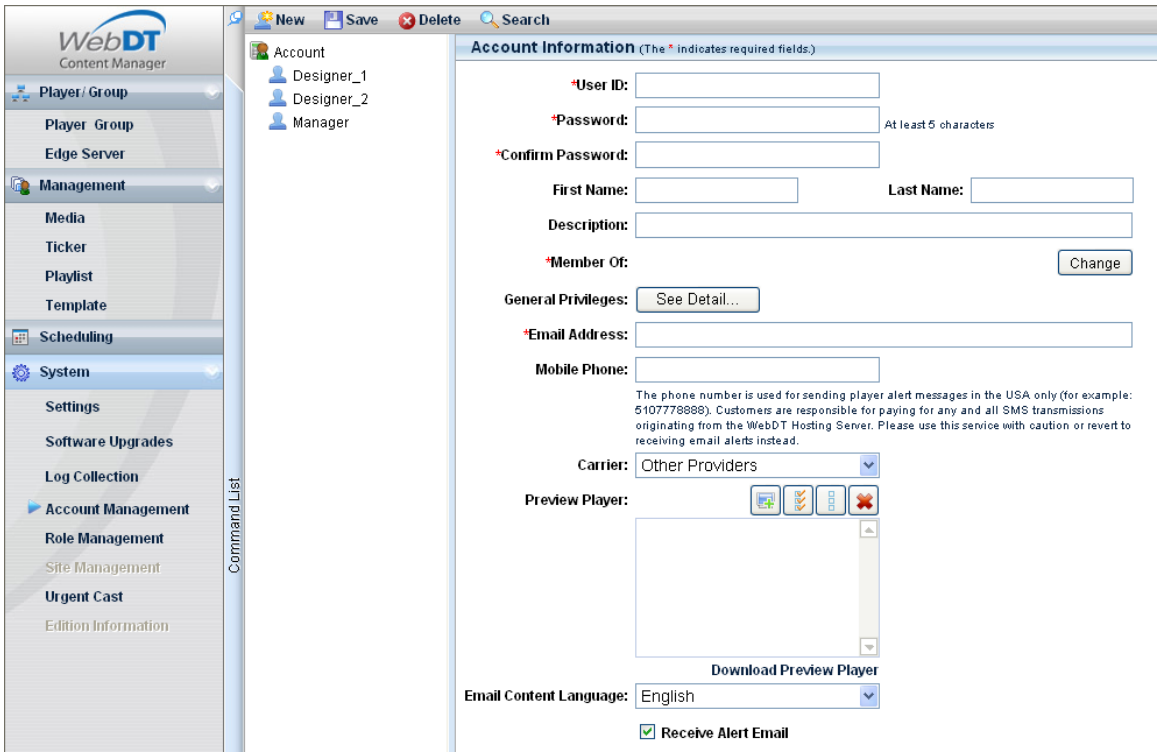


Figure 60

Update the fields with information to create a user account.

Field	Description
User ID	Required for the user to login to the Content Manager
Password	Enter the user password **Note:** Password field cannot be left blank
Confirm password	Retype the password to confirm
First Name/Last Name	Fill in name information if desired
Description	Information pertaining to the user
Member of	Click the **Change** button to add the account to one or several roles.
General Privilege	Click **See Detail** button to show the privilege settings for the account in a dialog, it is read-only. As show in 61a.

Email Address	Enter the email address designated to receive notifications and warning alerts.
Mobile Phone	Enter the phone number to receive SMS notification messages. **Note:** This feature is only available for U.S. mobile phone users.
Carrier	Select the mobile carrier for the selected mobile phone.
Preview Player	Select the single or multiple players to preview. Click to select, click to clear, or click to delete the selected preview players.
Email Content Language	Select the desired language for SMS and email messages to the mobile phone (default: English).
Receive Email Alert	Enable or disable Email/SMS alerting to the new user.

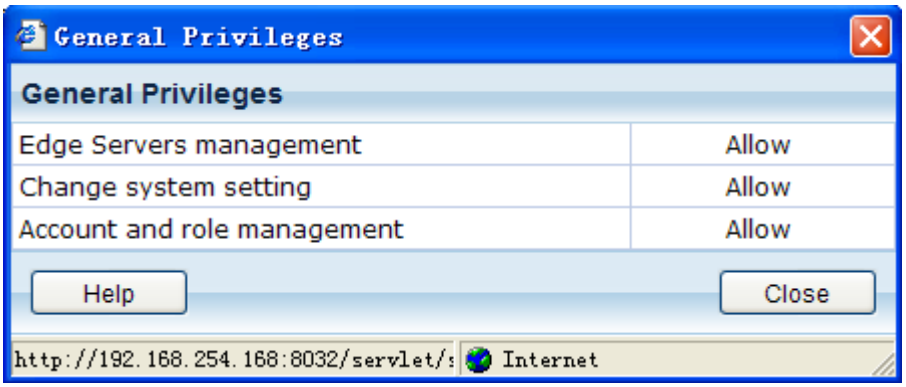


Figure 61a

11. Click **Save** at the top of the screen to create a new account.

Change the Member Of property

Account must be a member of role. In WebDT Content Manager, user can set it as member of one or several roles.

1. Click **Change** button of the **Member Of** label, the dialog displays as shown in figure 61:

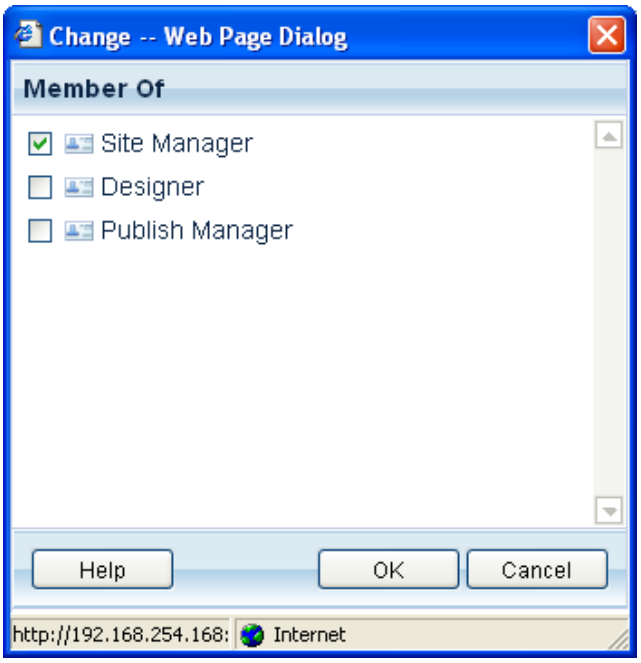


Figure 61

2. Select the roles and click OK button, the screen displays as shown in figure 62:

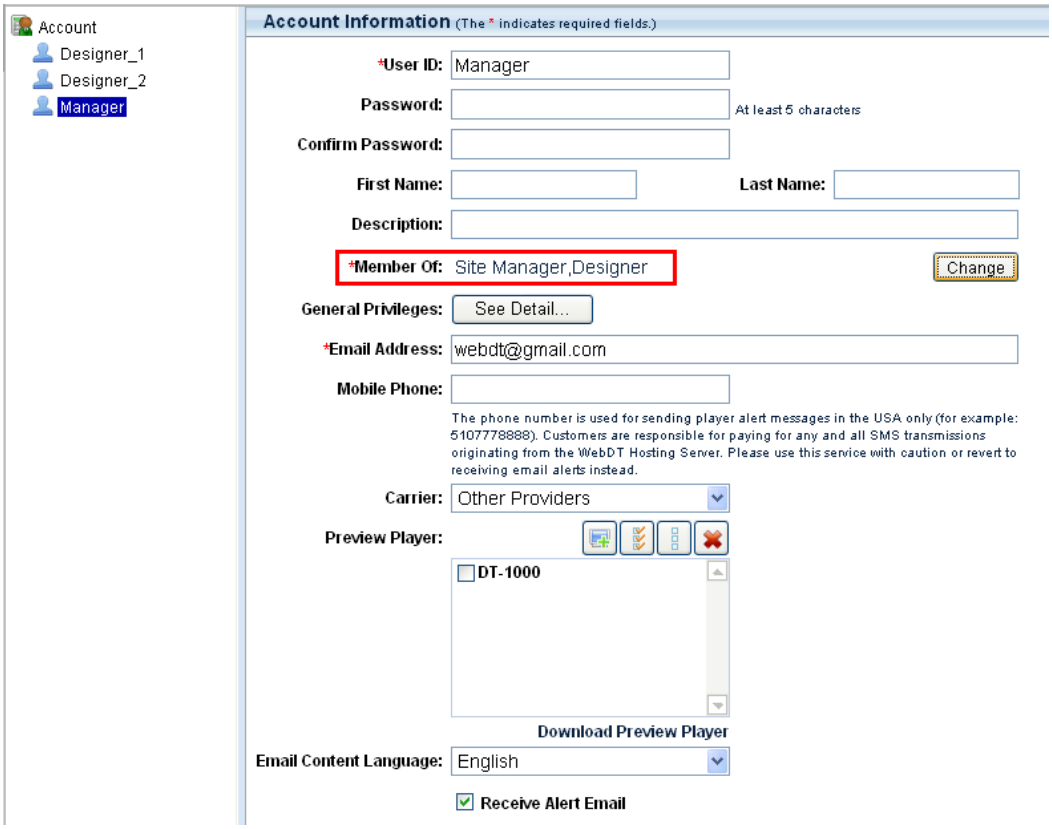

Account
Designer_1
Designer_2
Manager
Account Information (The * indicates required fields.)
*User ID: Manager
Password:
At least 5 characters
Confirm Password:
First Name:
Last Name:
Description:
*Member Of: Site Manager,Designer
Change
General Privileges:
See Detail...
*Email Address: webdt@gmail.com
Mobile Phone:
The phone number is used for sending player alert messages in the USA only (for example: 5107778888). Customers are responsible for paying for any and all SMS transmissions originating from the WebDT Hosting Server. Please use this service with caution or revert to receiving email alerts instead.
Carrier: Other Providers
Preview Player:
DT-1000
Download Preview Player
Email Content Language: English
Receive Alert Email

Figure 62

Setting Preview Players

To add a preview player to an account, follow the steps described below.

You can assign multiple players as preview players. After the players are assigned as preview players successfully, click the button on Media, Ticker ,Playlist or urgent cast page to preview contents.

Click Select Player and Preview button to select preview players you want to preview for current content. With selecting specific players, click the Preview button to preview content on selected players.

1. In System | Account Management, click an account to select, as shown in figure 63.

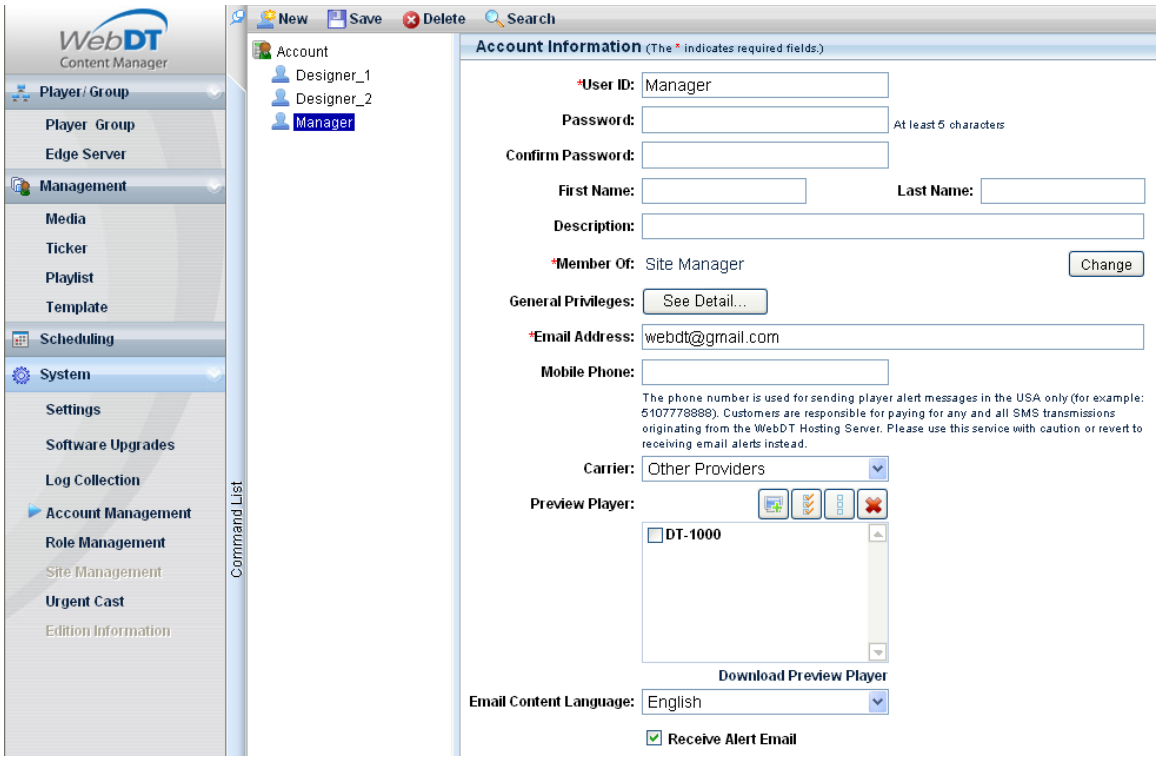


Figure 63

2. Click the **Add Preview Player** icon .

The **Add Preview Player** window displays.

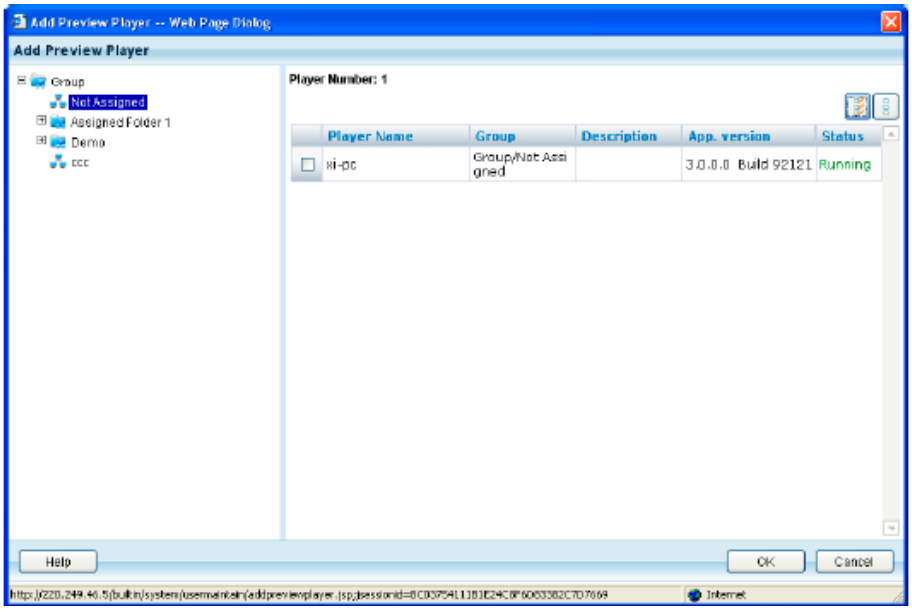


Figure 64

3. Select the player(s) to assign.
4. Click **OK** to continue.

The player is now assigned to the management account. In this way, multiple players can be assigned when previewing content.

To use the preview function, click the

button found on Media, Ticker ,Playlist or urgent cast pages. The content is previewed on all assigned players.

You can also select only certain players to perform the preview function. Click the **Select Player** drop-down menu in the **Preview** button to select specific players for previewing,as show 65a,

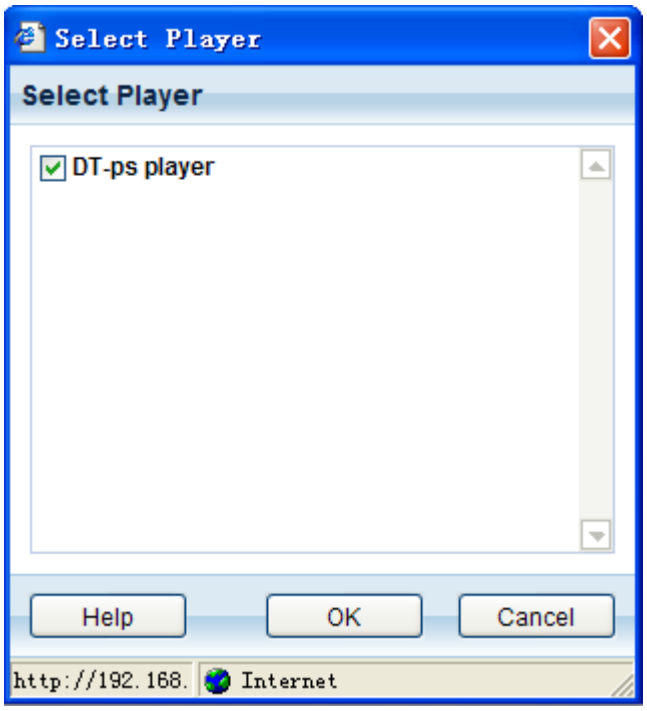


Figure 65a

Downloading WebDT Preview Player

WebDT Preview Player is designed especially for previewing content. It can be installed on your computer, so you can preview content with WebDT Content Manager without extra investment.

1. Click the Download Preview Player as shown in figure 65:

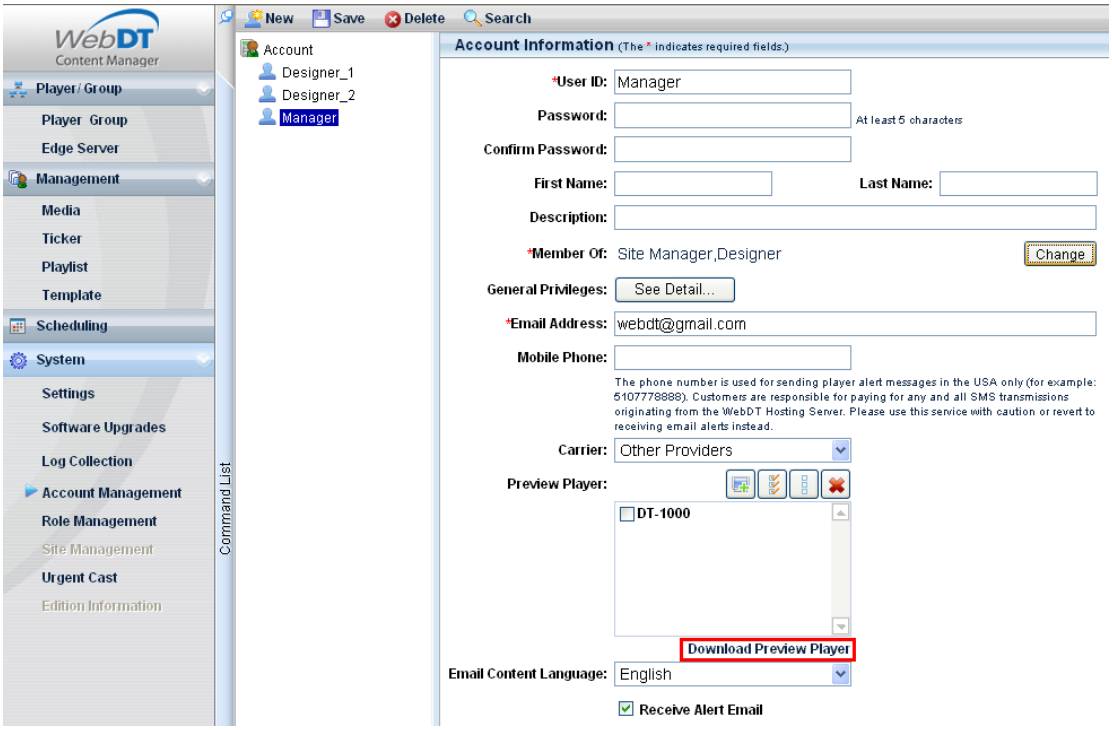


Figure 65

2. The WebDT Preview Player installer will be downloaded You can also find the download button in the title bar of Media, Ticker, Playlist and Urgent Cast module.

Searching for an Account

This function allows you to search user accounts based on specified criteria. The search fields are not case sensitive. Follow the steps below to search for user accounts:

1. Click **Search** on the top menu bar to invoke the **Search Account** dialog window as shown in figure 66

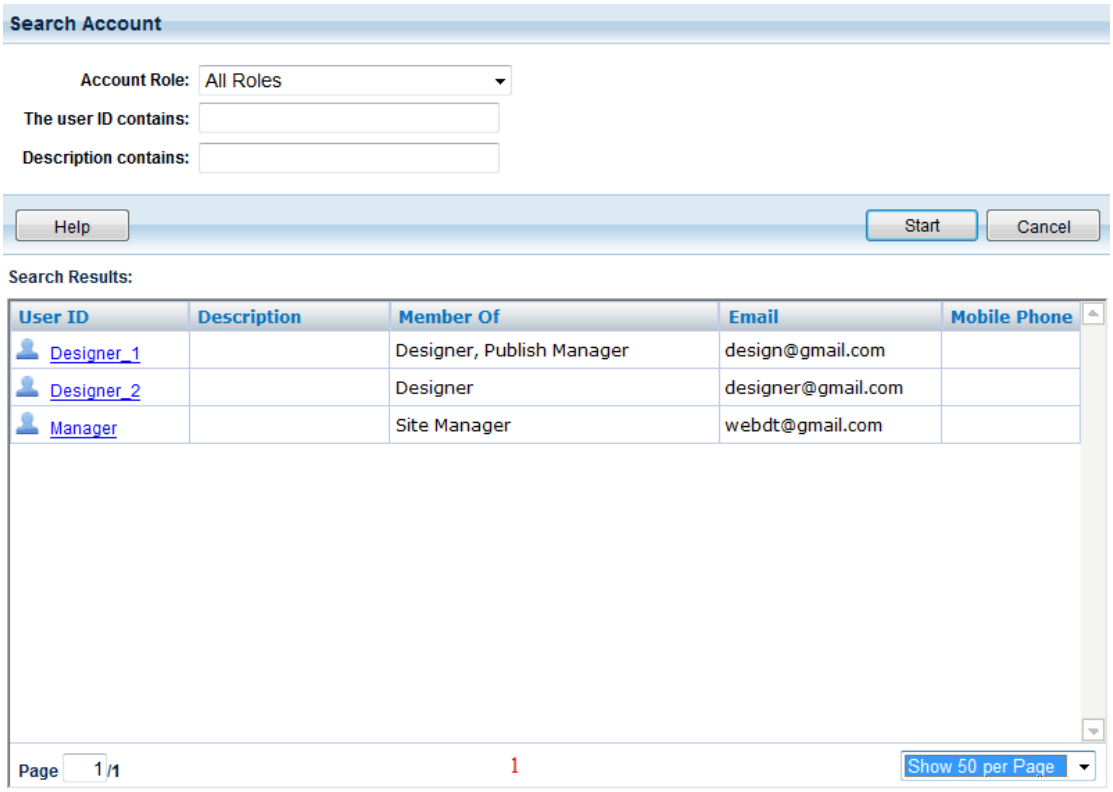


Figure 66

2. Select the **Account Role** to be searched: **All roles**, **Site Manager**, **Publish Manager and Designer**.
3. Enter keywords in **The user ID contains** or **Description contains** fields to search for user accounts.
4. Click **Start** to perform the search operation and the matched items will be listed in the **Search Results** window.

Active Directory Account

If the site is using Active Directory account system, the Account Management page is as shown in figure 66a:

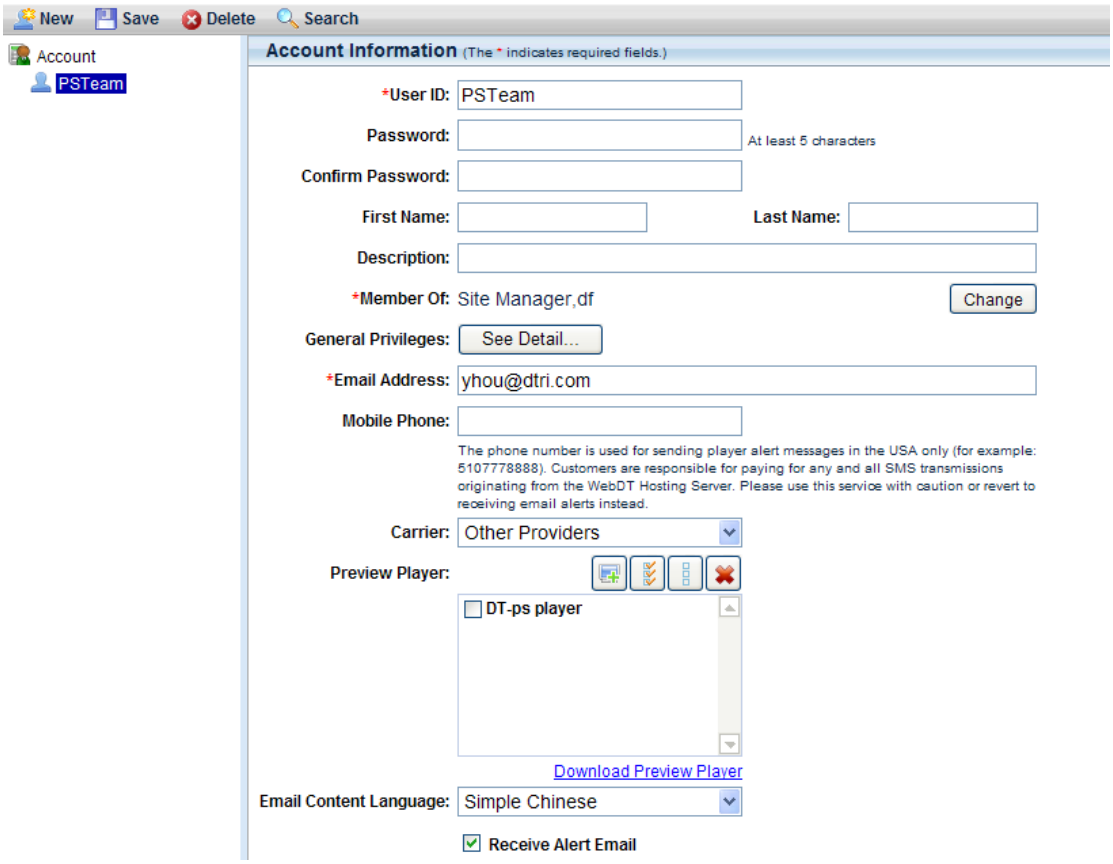

New
Save
Delete
Search
Account
PSTeam
Account Information (The * indicates required fields.)
*User ID: PSTeam
Password:
At least 5 characters
Confirm Password:
First Name:
Last Name:
Description:
*Member Of: Site Manager,df
Change
General Privileges:
See Detail...
*Email Address: yhou@dtri.com
Mobile Phone:
The phone number is used for sending player alert messages in the USA only (for example: 5107778888). Customers are responsible for paying for any and all SMS transmissions originating from the WebDT Hosting Server. Please use this service with caution or revert to receiving email alerts instead.
Carrier: Other Providers
Preview Player:
DT-ps player
Download Preview Player
Email Content Language: Simple Chinese
Receive Alert Email

Figure 66a

1. The account list come from Active Directory Server, You can only update the relative account setting, but you cannot remove a exists account or add a new account.

2. You still can setup the privileges and preview player for this account

Role Management

In WebDT Content Manager, a role means an account group, an account must be a member of a role, every role has its own privilege settings, and the account will receive the privilege from its role. The account can be a member of more than one role, if so, the account's privilege is the combination of all the groups he/she is member of.

Within Role Management, an account with **Account and Role Management** privilege can create/ delete roles, change the general privilege settings, and manage accounts in roles.

The role management screen displays as shown in figure 67:

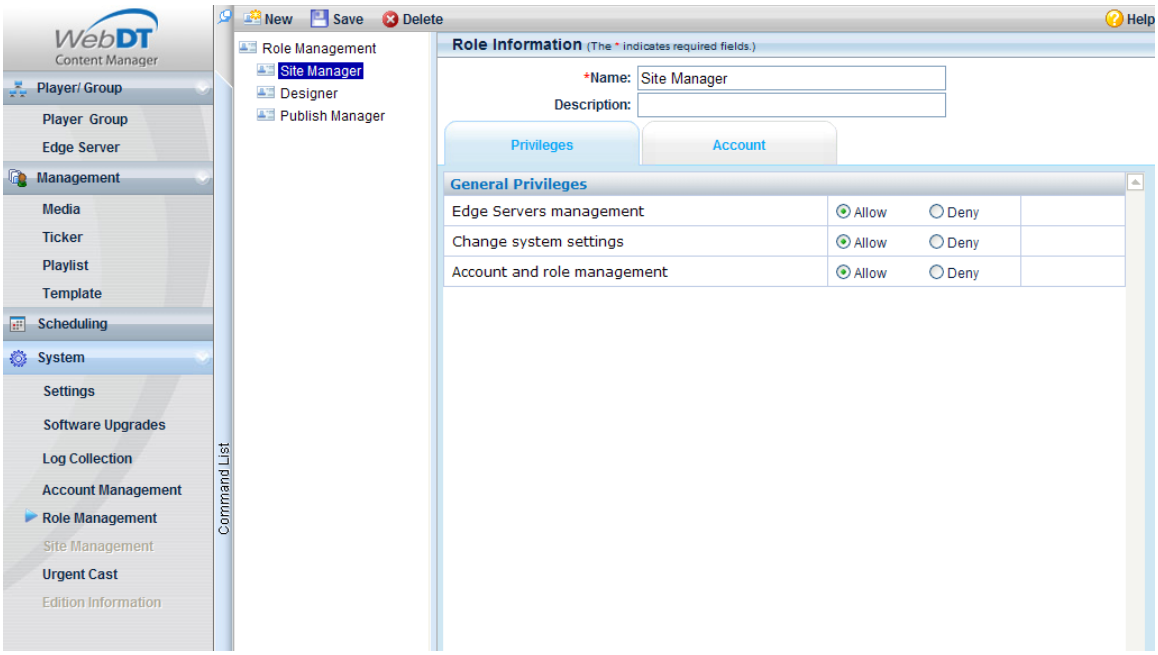


Figure 67

Creating a New Role

To create a new role, follow the steps below.

1. From the **System** tab, click **Role Management**.
2. Click **New** button from main toolbar menu.

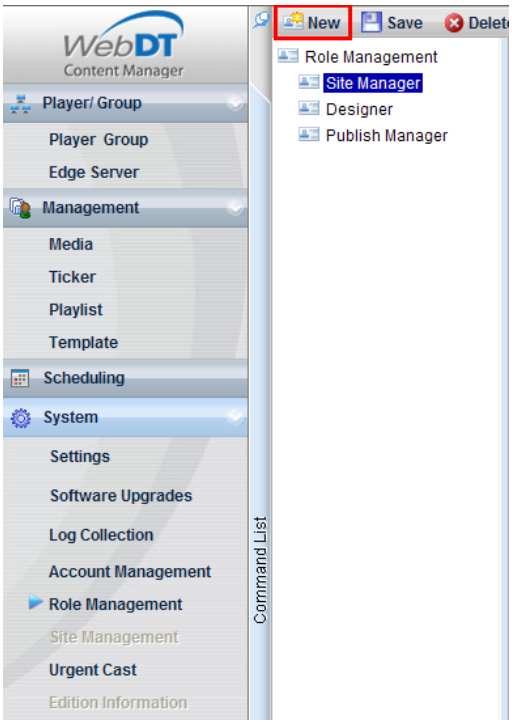


Figure 68

The **Role Information** screen displays as shown in figure 69:

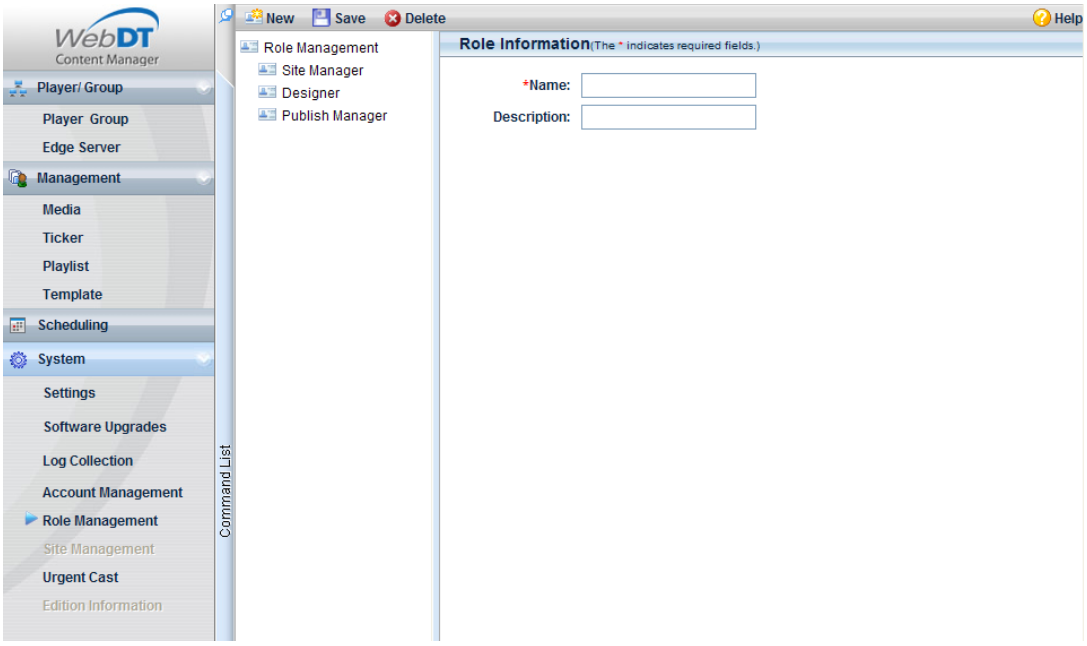


Figure 69

3. Enter a **Role Name** and click **Save** to add the new role.

Note	**There are 3 roles created by default; Site Manager, Designer and Publish Manager. They have different settings at the beginning, and except for the Site Manager role, other ones can be deleted.**

Deleting a Role

1. From the **System** tab, click **Role Management**.
2. Select a role you want to delete, click **Delete** button on the top toolbar.
3. The selected role is deleted.

Note	**When deleting a role, the accounts which are members of only this role will be deleted too.**

Changing the General Privilege Settings

In the role information screen, there are 2 tabs: **Privilege** and **Account**.

To change the privilege settings for the role, click **Privilege** tab as shown in figure 70:

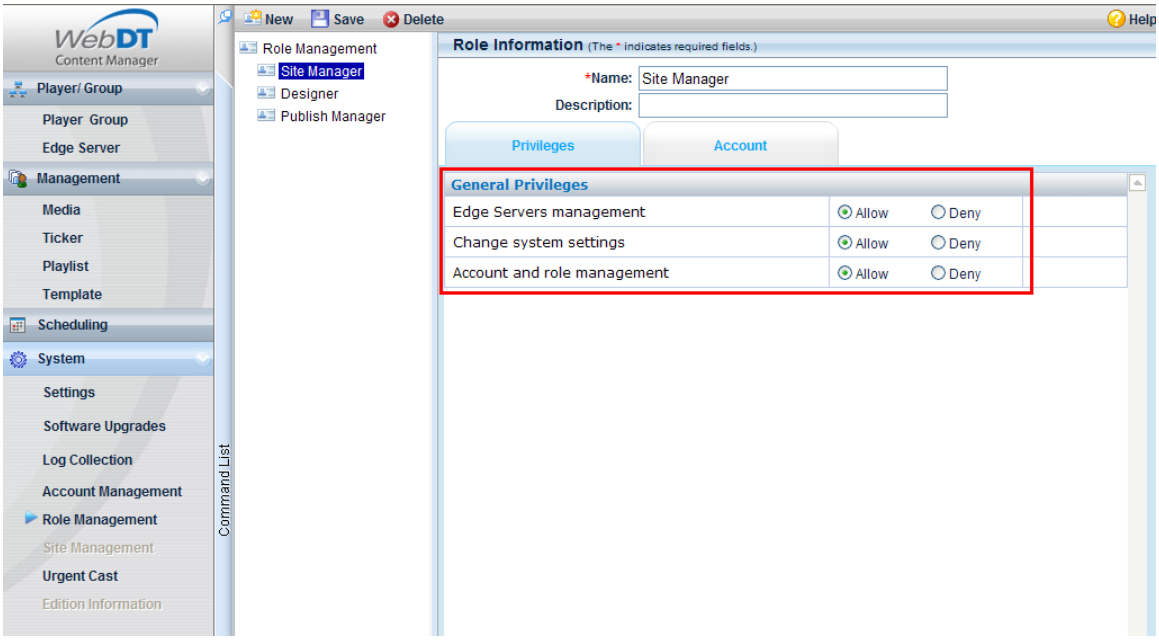


Figure 70

There are 3 general privilege settings in WebDT Content Manager.

Edge Server management: allow or deny managing the Edge Server functions in Edge Server module.

Change system settings: allow or deny changing the system settings in Settings module.

Account and role management: allow or deny managing the accounts and roles in Account Management and Role Management modules.

Managing the Accounts in Role

To add or remove accounts to the role, click **Privilege** tab as shown in figure 71:

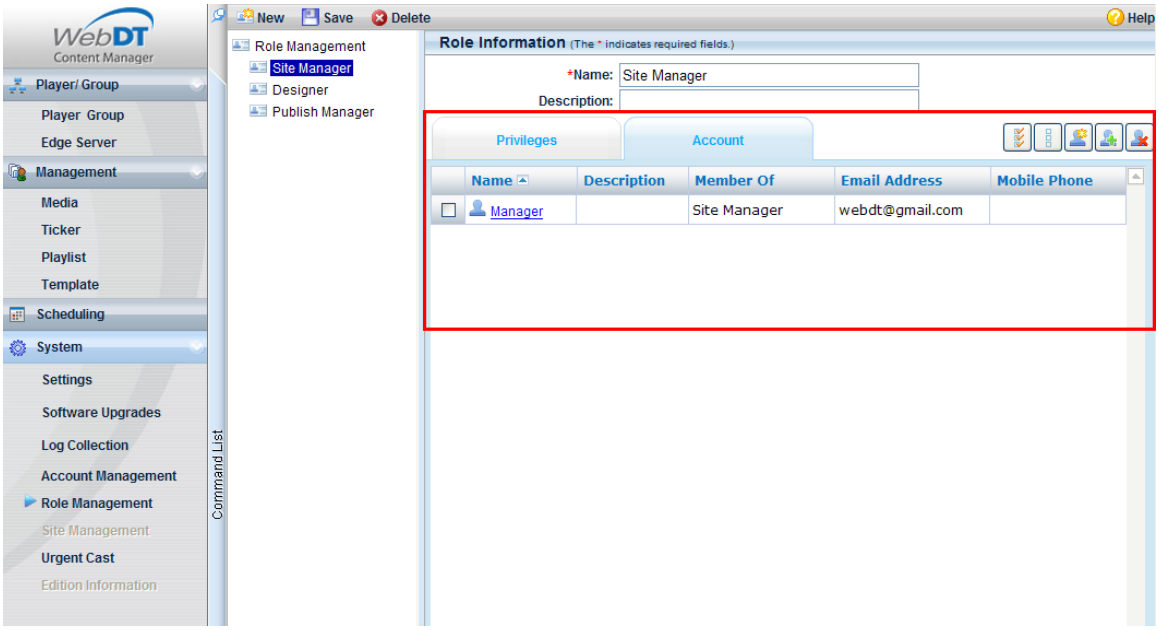


Figure 71

The following information is shown for all accounts in the role:

Field	Description
Name	The account name.
Description	The description of the account
Member Of	Which roles the accounts are members of.
Email Address	The email of the account

Mobile Phone	The mobile phone number of the account

You can **create a new account** in this role directly; click to open the screen as shown in figure 72:

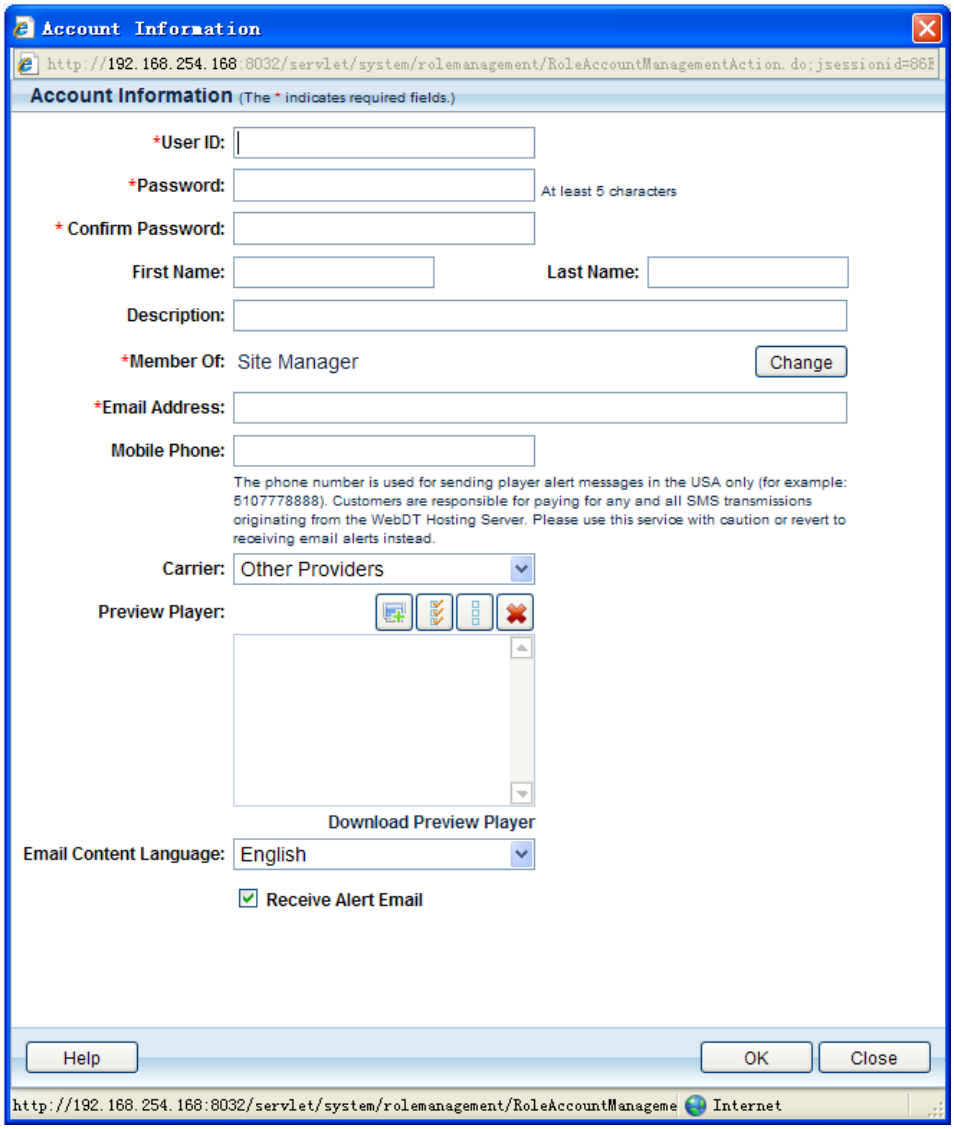

Account Information
http://192.168.254.168:8032/servlet/system/rolemanagement/RoleAccountManagementAction.do;jsessionid=86E
Account Information (The * indicates required fields.)
*User ID:
*Password:
At least 5 characters
* Confirm Password:
First Name:
Last Name:
Description:
*Member Of: Site Manager
Change
*Email Address:
Mobile Phone:
The phone number is used for sending player alert messages in the USA only (for example: 5107778888). Customers are responsible for paying for any and all SMS transmissions originating from the WebDT Hosting Server. Please use this service with caution or revert to receiving email alerts instead.
Carrier: Other Providers
Preview Player:
Download Preview Player
Email Content Language: English
Receive Alert Email
Help
OK
Close
http://192.168.254.168:8032/servlet/system/rolemanagement/RoleAccountManageme
Internet

Figure 72

Input the required information and click **OK** button to create the account.

Note	**The operations in the Account tab will immediately be affected, even before the user clicks the Save button in**

	the main toolbar.

To **add an account** to this role, click to open the screen as shown in figure 73:

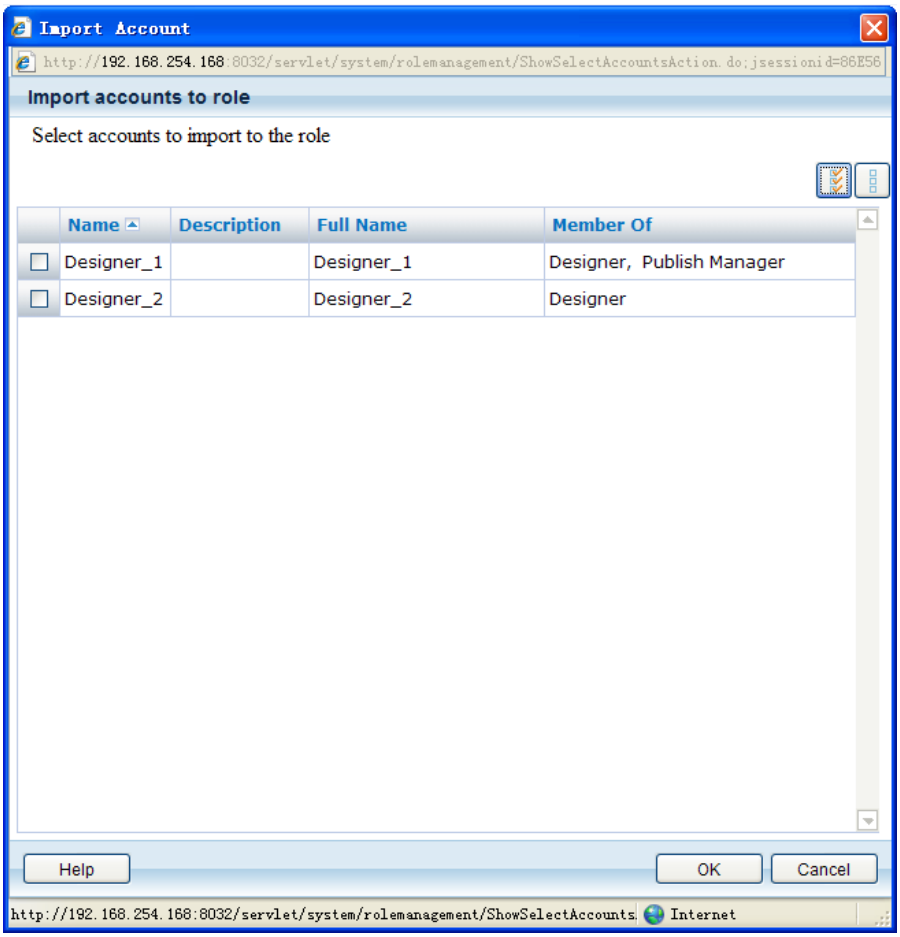


Figure 73

Select the accounts and click OK button, the selected accounts are added to the group.

To **remove accounts from the role**, select the accounts and click to remove them from the role.

Note	**If the removed account is a member of other roles, it will not be deleted from Content Manager. Otherwise, if the**

	account is only a member of this role, the account will be deleted completely.

Active Directory Role

If the site is using **Active Directory account system**, the Role Management page is as shown in figure 74:

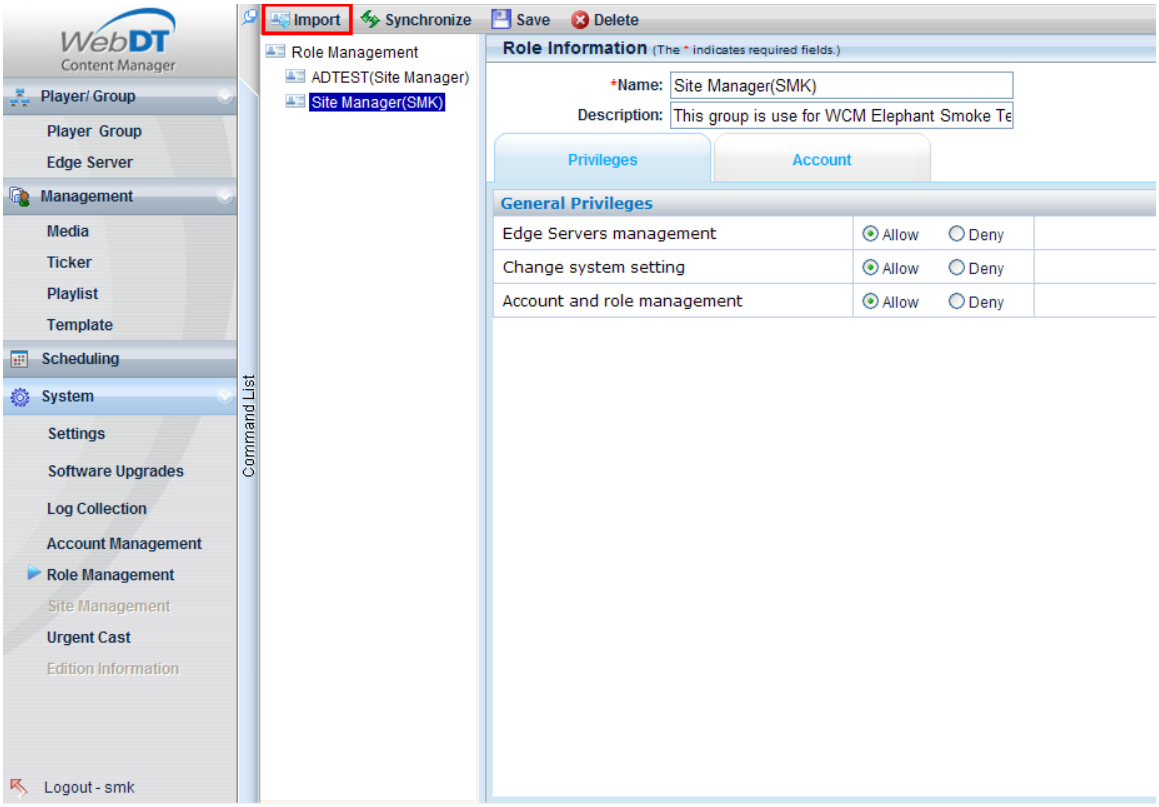


Figure 74

Click **Import** to open the **Account Information** page, the roles in Active Directory are listed in the dialog as shown in figure 75:

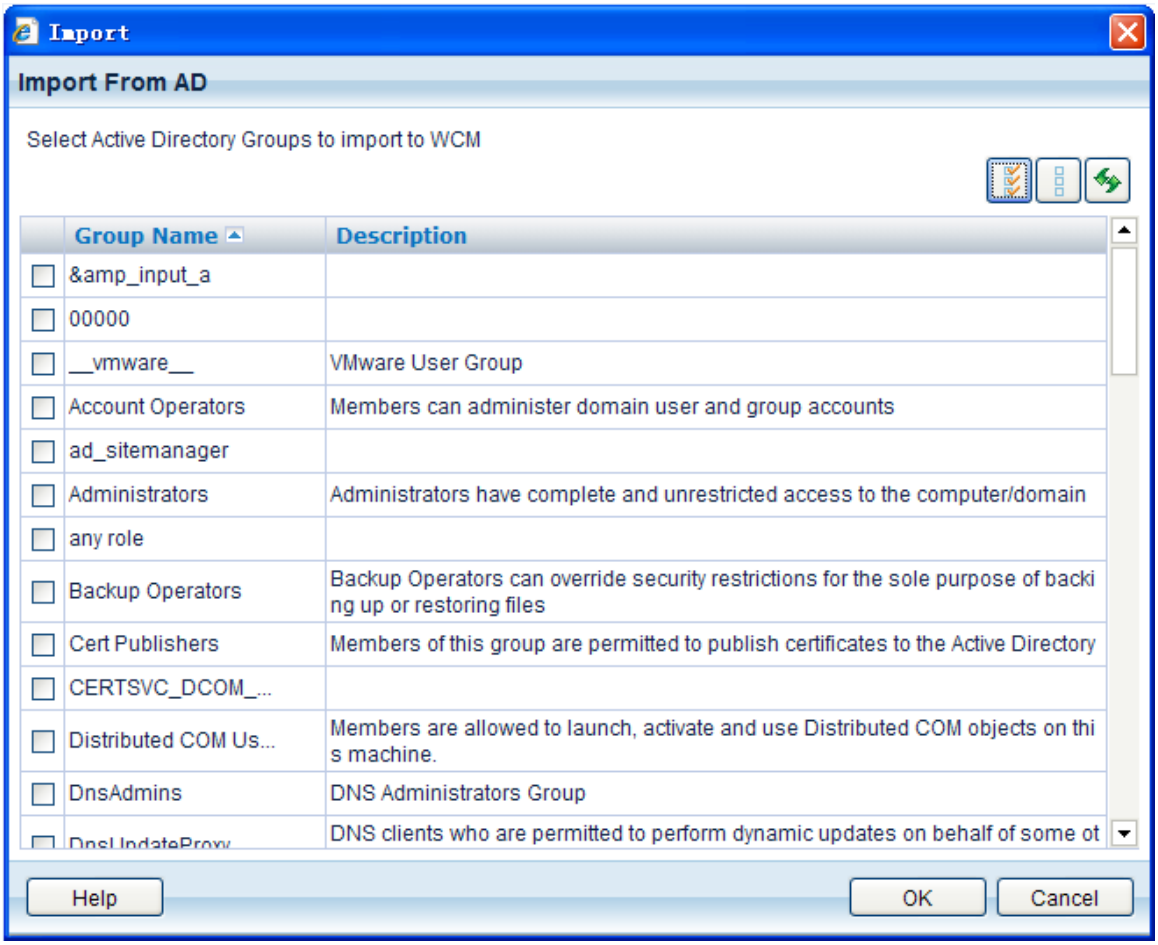

Import
Import From AD
Select Active Directory Groups to import to WCM
Group Name
Description
&amp_input_a
00000
__vmware__
VMware User Group
Account Operators
Members can administer domain user and group accounts
ad_sitemanager
Administrators
Administrators have complete and unrestricted access to the computer/domain
any role
Backup Operators
Backup Operators can override security restrictions for the sole purpose of backi ng up or restoring files
Cert Publishers
Members of this group are permitted to publish certificates to the Active Directory
CERTSVC_DCOM_...
Distributed COM Us...
Members are allowed to launch, activate and use Distributed COM objects on thi s machine.
DnsAdmins
DNS Administrators Group
DNS clients who are permitted to perform dynamic updates on behalf of some ot
Help
OK
Cancel

Figure 75

Select the roles from Active Directory and click **OK** to import it into Content Manager.

Click **Synchronize** button from Role Management page to synchronize the information from Active Directory.

Click **Save** to save the General Privilege changes of the role.

Note	**When using Active Directory account system, user cannot add/delete accounts in WebDT Content Manager.**

Click **Delete** to delete the role from Content Manager. It will not be deleted from Active Directory.

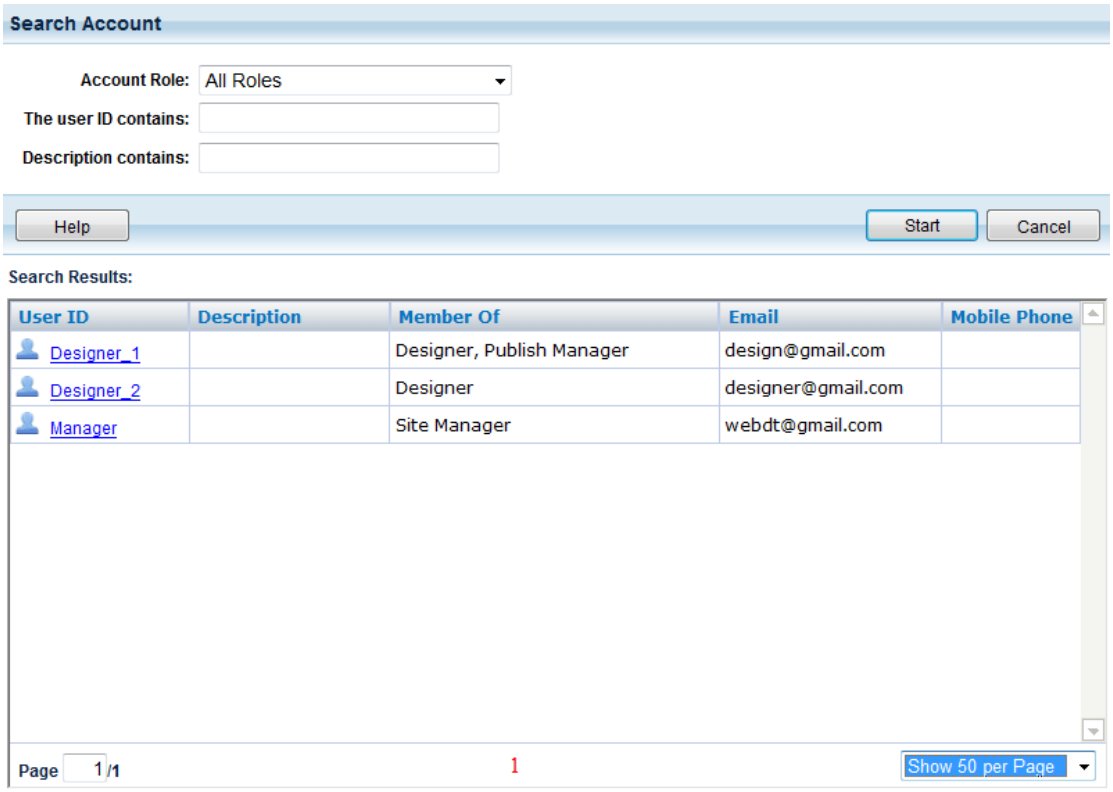


Figure 76

Select the **Account Role** to be searched.

Enter keywords in **The user ID contains** or **Description contains** fields to search for user accounts.

Click **Start** to perform the search operation and the matched items will be listed in the **Search Results** window.

UrgentCast

Urgent Cast enables the immediate broadcast of important content and messages to the players. This takes precedence over all normally published playlist schedules. The Urgent Cast message can contain a ticker-like text message, multi-media content, and background audio. This function will be enabled only if the current user **has Full Control or Modify privilege**.

An Urgent cast can also be published to a PC client as well as WebDT signage appliances/ players. To install a PC client at other computers, please refer to the UrgentCastPlayer_UserGuide.pdf on the Software disk.

Note	**The PC Urgent Cast Module (also called the WebDT SimulCAST feature) is provided separately as a paid software module**

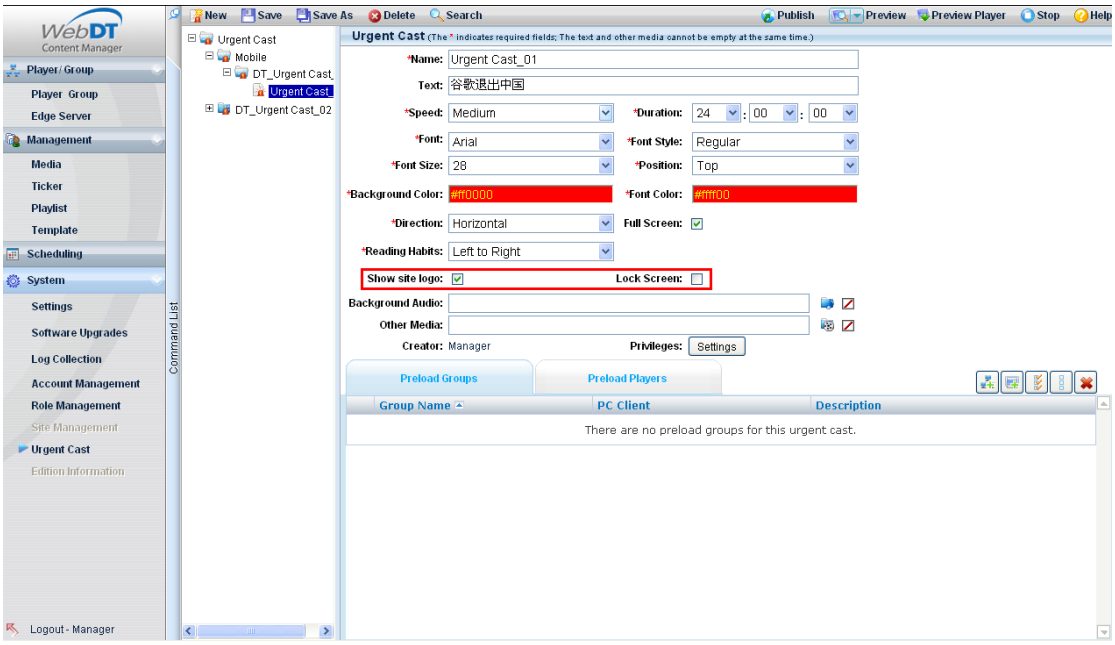


Figure 77

Creating a New Urgent Cast Folder

To create a new folder for Urgent Casts, follow the steps below.

- From the **System** tab, click **Urgent Cast**.
- Click **New** and select **New Folder** from the drop down menu.

Creating, Previewing and Publishing a New Urgent Cast

To setup an Urgent Cast, follow the steps below.

- From the **System** tab, click **Urgent Cast**.
- Click **New** and select **New Urgent Cast** from the drop down menu.

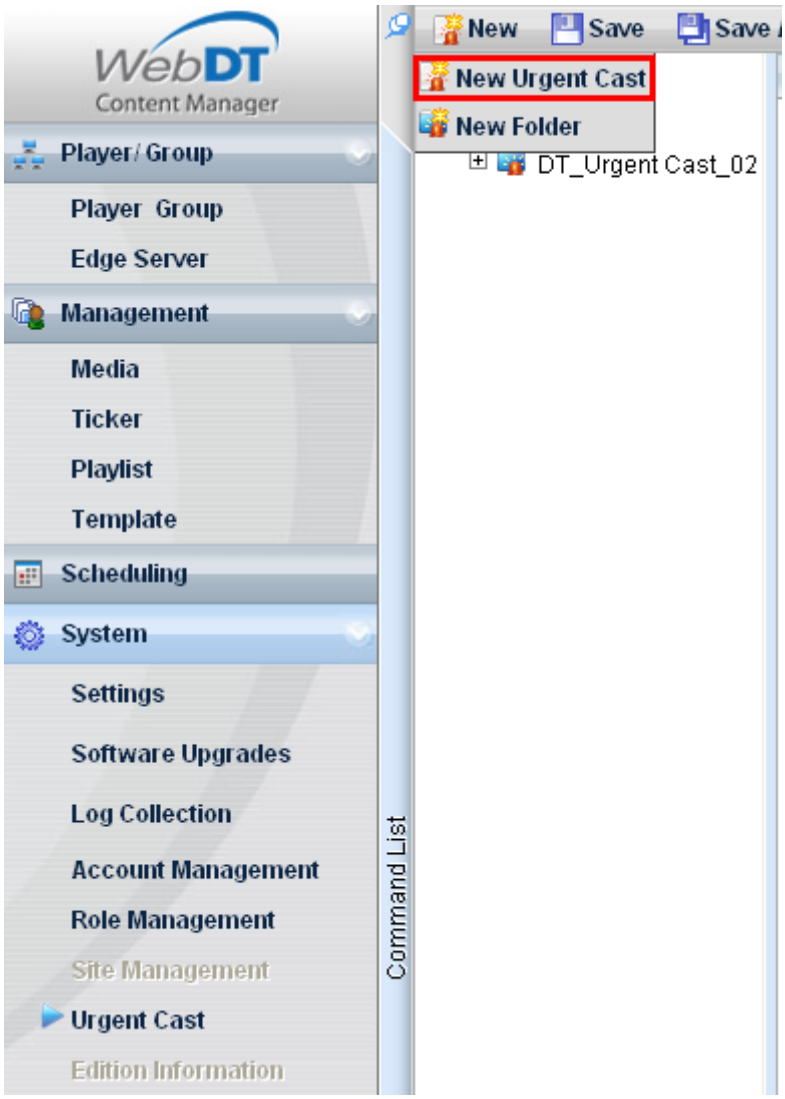


Figure 78

The **Urgent Cast** dialog screen displays (0). Complete the upper fields for ticker-like message attributes **Text, Speed, Duration, Font, Font Style, Font Size, Position, Background Color**, Font Color, Direction, Full Screen, Reading Habits, **Show Site Logo**, **Lock Screen**, Background Audio, Other Media check box and Privileges Settings button.

Note	**The default display *Reading Habits* for Urgent cast messages is Left to Right . Right to Left display can be applied to some languages, such as Arabic and Hebrew. The text and other media cannot be empty at the same time.**

Note	**Select the Show Site Logo checkbox here to display the logo file uploaded in Settings page in front of the Urgent cast message. Select the Lock Screen checkbox to lock the Urgent cast player user's screen (pc client side), which means the keyboard and mouse will be disabled. Click "Ctrl+Alt+Delete" to enable the keyboard and mouse.**

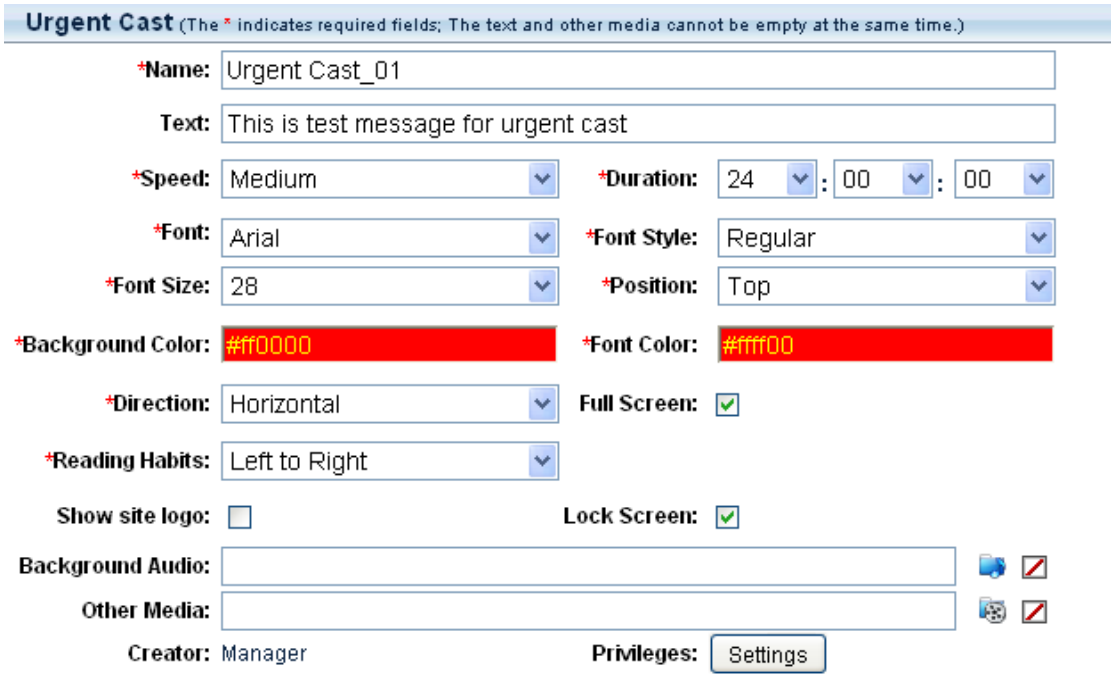


Figure 79

To broadcast an audio file with the message, click in the **Background Audio** field to select an audio file to be broadcast.

To broadcast a multimedia file with the message, click in the **Other Media** field to select an image or multimedia file to be broadcast.

Preview the Urgent cast content files by clicking **Preview** at the top of the screen.

Note	**If you have set up multiple preview players in Settings, click to select one of the preview players or**

	multiple preview players to preview the Urgent cast.

1. If you are satisfied with the message, click the Publish button at the top. In the Publish dialog window, select the groups or players you want to broadcast to by selecting the check box(es) in the Group/Players panel. If you want to publish the Urgent cast to pc clients as well, select the Publish to PC Client checkbox as shown in below picture.

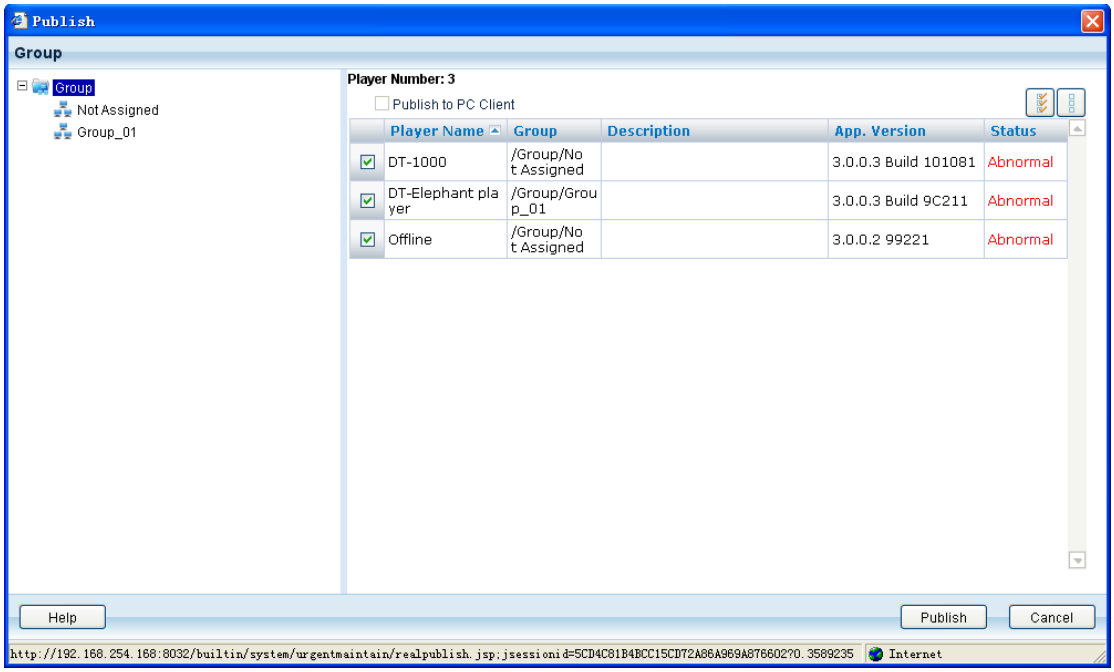


Figure 80

To save an Urgent Cast to a new location, follow the steps below.

1. In the System | Urgent Cast, select an Urgent Cast to re-save.

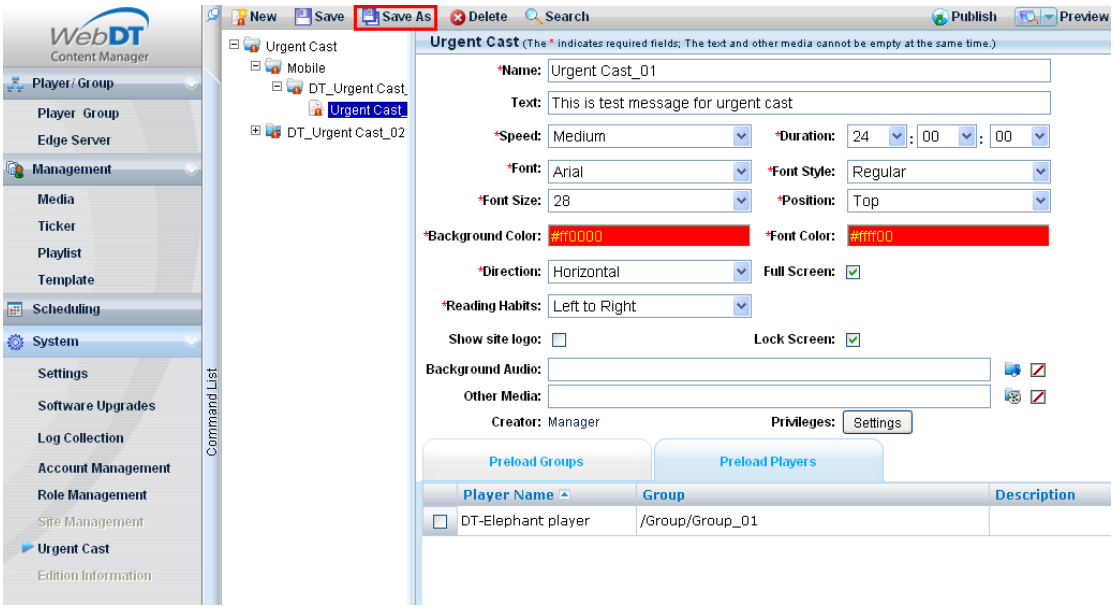


Figure 81

2. In the top menu bar, click **Save As**.
   The **Select an Urgent Cast** window displays.

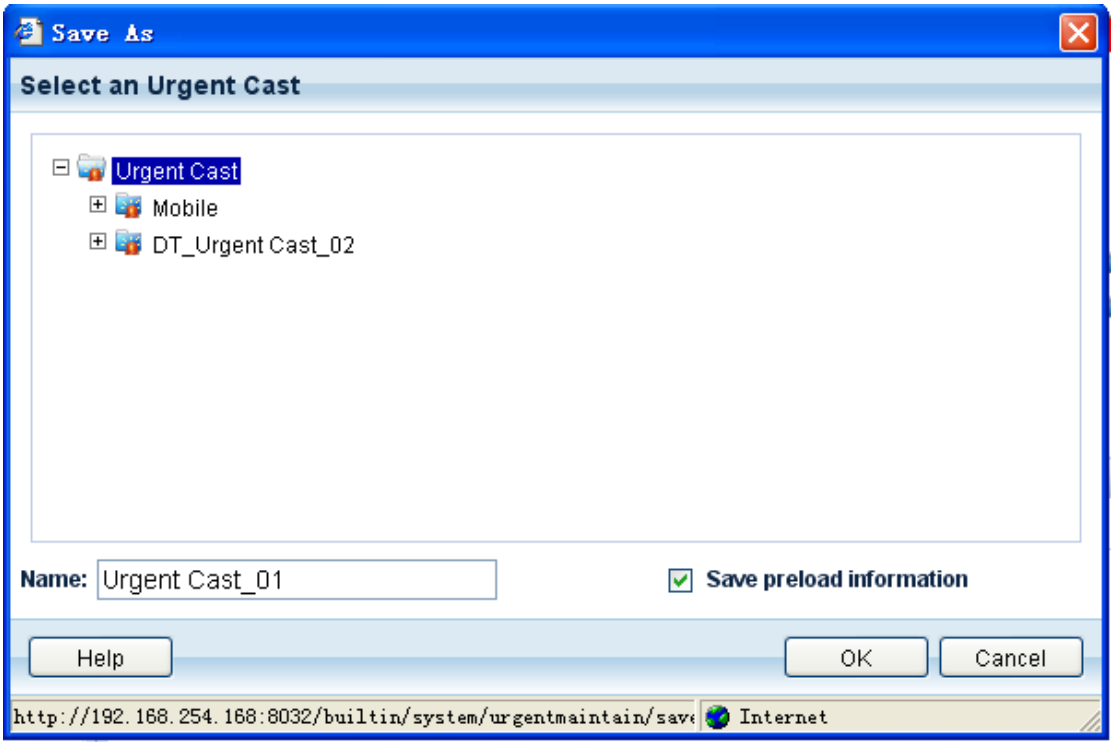


Figure 82

3. Select a target folder.

4. Enter the new name in the Name field.
5. Click **OK**.

Note	**The *Save preload information* option is for saving the source preload players or groups to the new Urgent Cast.**

The new file name is re-saved under the selected folder.

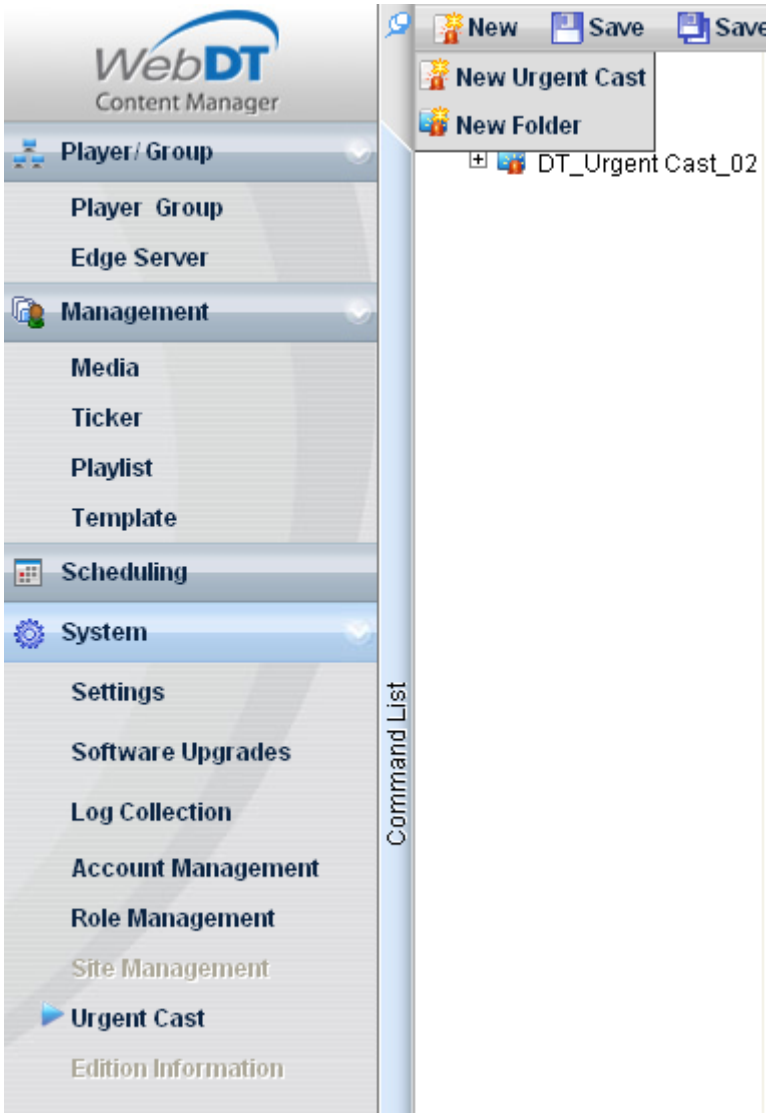


Figure 83

The **Urgent Cast Folder** screen displays.

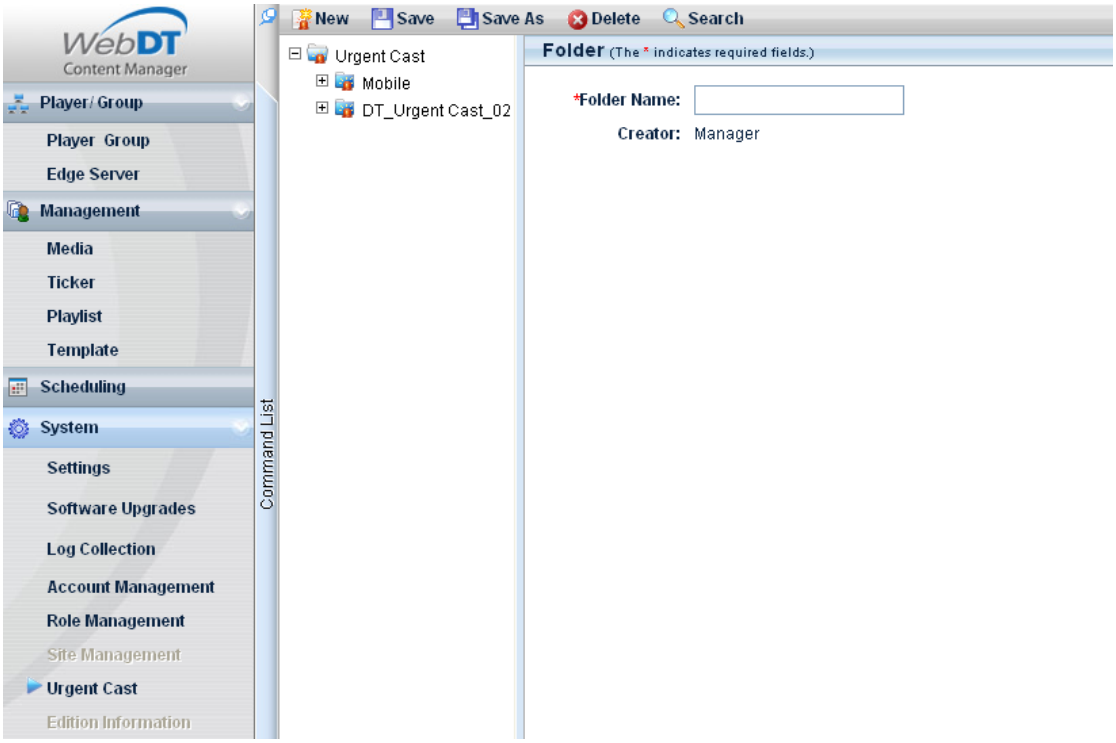


Figure 84

Enter a **Folder Name**

- Click **Save** to add the new folder to the **Urgent Cast** folder list.

Stopping an Urgent Cast

The Stop function can immediately stop any Urgent cast published to players. To **Stop** an Urgent Cast, follow the steps below.

- Click **Stop** in the command bar to display the following screen.

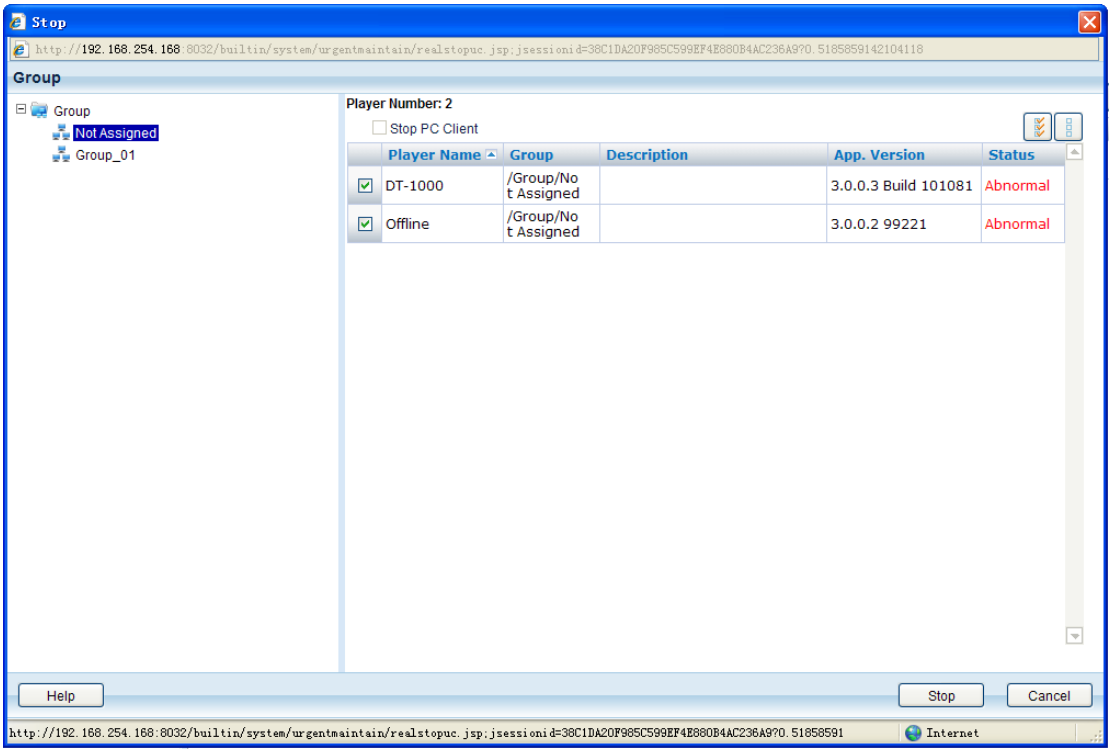


Figure 85

- Use the **Group** list to locate the player(s) currently showing the Urgent Cast.
- Check the **Stop PC Client** and player(s) and click **Stop** to halt the Urgent Cast on all the selected PC Clients.
- Check the player(s) and click **Stop** to halt the Urgent Cast on all the selected players.

Preloading an Urgent Cast

Note	**The user must modify the privilege in order to preload an Urgent cast.**

Preloaded Urgent Cast messages on players allow you to quickly publish Urgent Casts to multiple targets without manually entering to all the intended groups and players. This saves time to prepare emergency response video instructions that would be uploaded in advance to each player or groups of players in preparation for an emergency plan.

Note	**The limit on Urgent Cast preloads is five (5) scenarios for each player and group.** **When the maximum limit of five preloads is exceeded, the Urgent Cast schedule will not be uploaded to the player. Delete previously uploaded Urgent Cast schedules to continue with the new preload.**

To add **Preloaded Groups** or **Players**, follow the steps below.

1. Select the desired Urgent Cast from the **Urgent Cast** list.

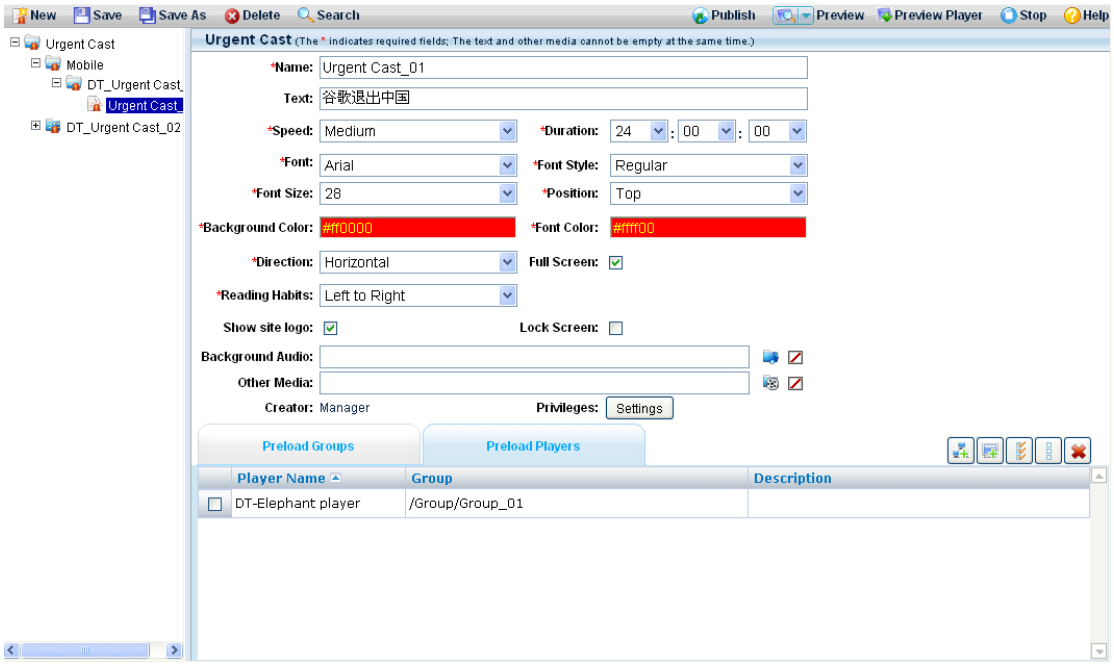


Figure 86

2. Select the Preload **Groups** or Preload **Players** tab in the **Urgent Cast** panel and use the tool bar to manage the preload targets.
3.

Icon	Menu	Description
	Add Preload Group	Click to display the **Add Preload Group** screen. Select the desired Group(s) and click **OK** to add to the preload list.

	Add Preload Player	Click to display the **Add Preload Player** screen. Select the desired Player(s) and click **OK** to add to the preload list.
	Select All	Click to select all listed Groups/Players.
	Clear All	Click to unselect all listed Groups/Players.
	Delete the selected items	Click to delete the selected Groups/Players.

4. Click **Save** to complete the preload selection

Searching for an Urgent Cast

You can easily search for an Urgent Cast by following the described procedures below.

1. In System | Urgent Cast, click on **Search** in the top tool bar.

   The **Search Urgent Cast** window displays.

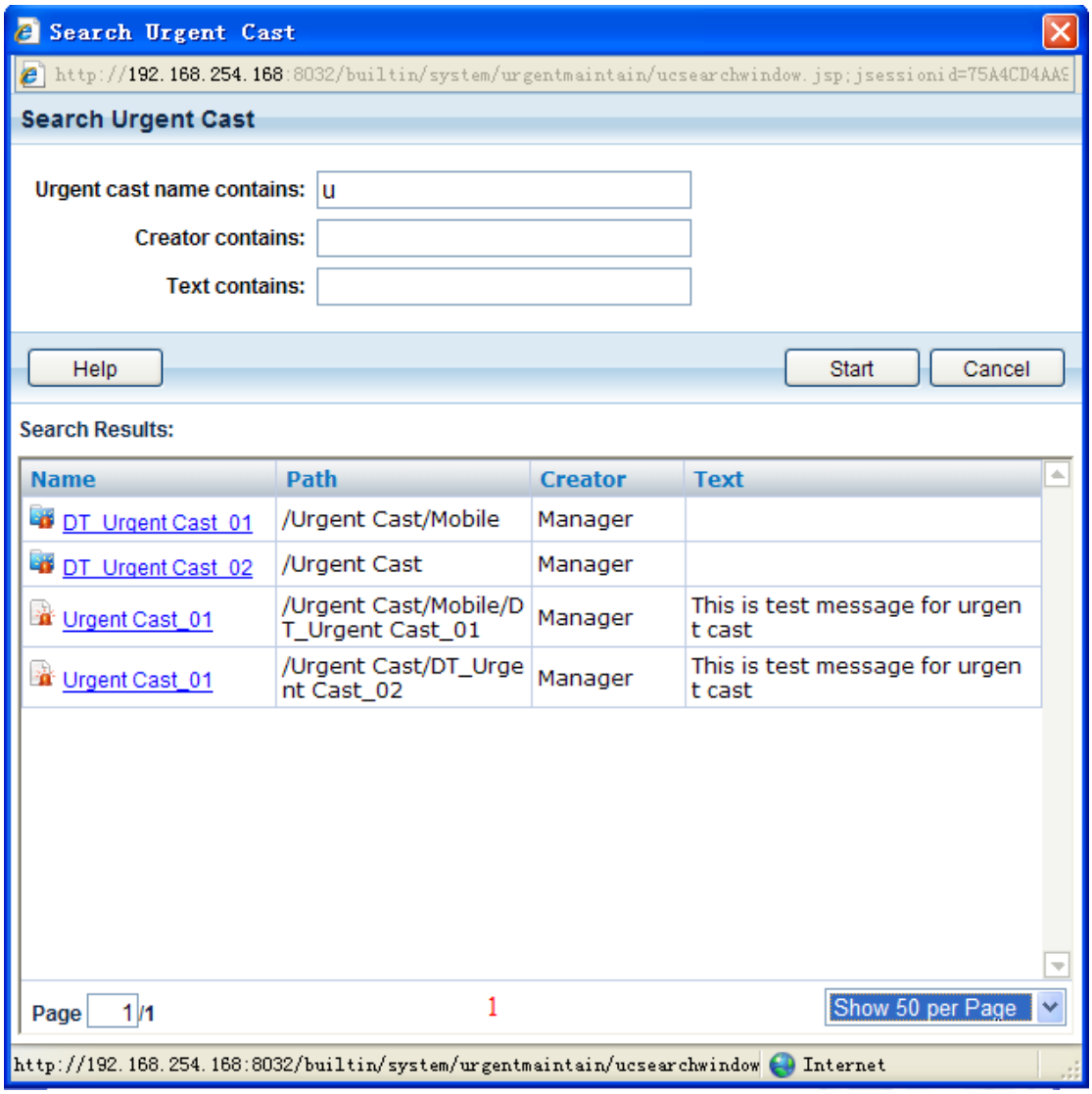


Figure 87

2. Enter a word or word phrase for the search criteria.
3. Click **Start.**

The search results display in the lower frame of the Search Urgent Cast window.

Urgent Cast Simple Interface

To create and manage Urgent casts, an account with Full Control, Modify and Read privileges can also link to an alternative URL: The WCM Server domain name: port number/loginuc.jsp:

e.g.: http://127.0.0.1:8080/loginuc.jsp

Note	**An account with Read Privilege only can read this Urgent Cast page, but cannot publish and create Urgent Casts.**

This link allows the account with Full Control, Modify and Read privilege to login and operate the Urgent cast functions from a simple interface as shown below.

Figure 88

Registering the WebDT Player

After personalizing and modifying the **Settings**, you can register your WebDT players. Please follow the operation guide to install the player. The player must be Internet/network enabled via Ethernet or wireless connection. For Ethernet connection, please make sure it is connected to a network or Internet. For wireless connection, please configure your wireless network before registration. When you turn on the WebDT player for the first time, a screen displays as shown in Figure 89 prompting you to register the player.

1. Press **Ctrl** + **Shift** + **Space** keys to stop the player software.
2. Configure your wireless settings to make sure your player is Internet/network enabled via wireless connection.

After the Internet/network is set up, restart Windows or reboot the player device. The **Player Registration** screen displays as shown in Figure 89.

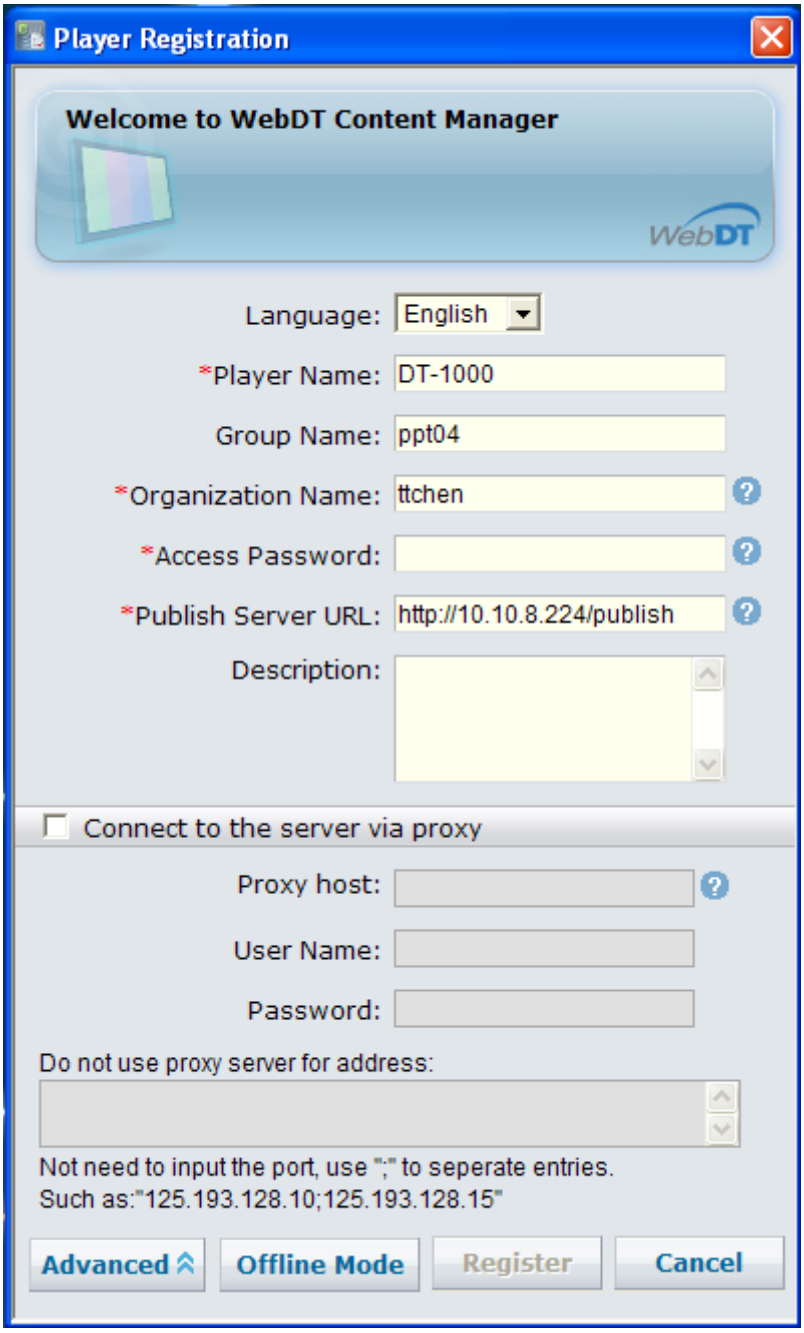


Figure 89

Fill in all fields to register. Fields marked (*) are required.

Field	Description

Language	Select the language of operating interface.
Player Name	Enter the name of the player (The default name will be automatically detected, but users can rename it for better identification).
Group Name	Enter the group name of the player. If you don't know the group now, you can leave it blank and assign it later.
Organization Name	Enter your organization name received from your hosting partner or site manager.
Player Access Password	Enter the **Player Access Password** received from your site manager
Publish Server URL	Enter the **Publish Server URL** from your hosting partner or site manager. **Note:** Please input the IP address with the correct port number and not add http://and /publish are also ok
Description	Enter a short description to identify this player.
The following fields are for proxy registration and are only visible by clicking the advanced button ( ) in the Player Registration window.	
Connect to the server via proxy	Select this check box if registering the WebDT player by proxy.
Proxy Host	Enter the proxy host name and port number of the proxy server from your hosting partner, for example: http://w.x.y.w:80/ (80 is the port number).
Username	Enter the proxy user name from your hosting partner.
Password	Enter the proxy password from your hosting partner.
Do not use proxy server for address:	You can use this setting to bypass using the proxy server to register to the WebDT server if it is located in the same subnet as the proxy server.

3. Click **OK** to register and connect to the **WebDT Content Manager Publish Server**.

The WebDT player is registered and a confirmation window displays. If it fails to register, please check if the Internet/network connection and the firewall settings work properly.

Note	**After registration, the player is activated and downloading of scheduled programs begins.**

When you turn on the WebDT player and a static bitmap is displayed, the player has been registered. It is not necessary to register the player again.

Registering the WebDT Edge Server

To register your Edge server:

1. Click **Start WebDT Signage Edge Server** on the desktop or click **Start** | **All Programs** | **DT Research** | **WebDT Signage EdgeServer** | **Register WebDT Signage EdgeServer Again**.

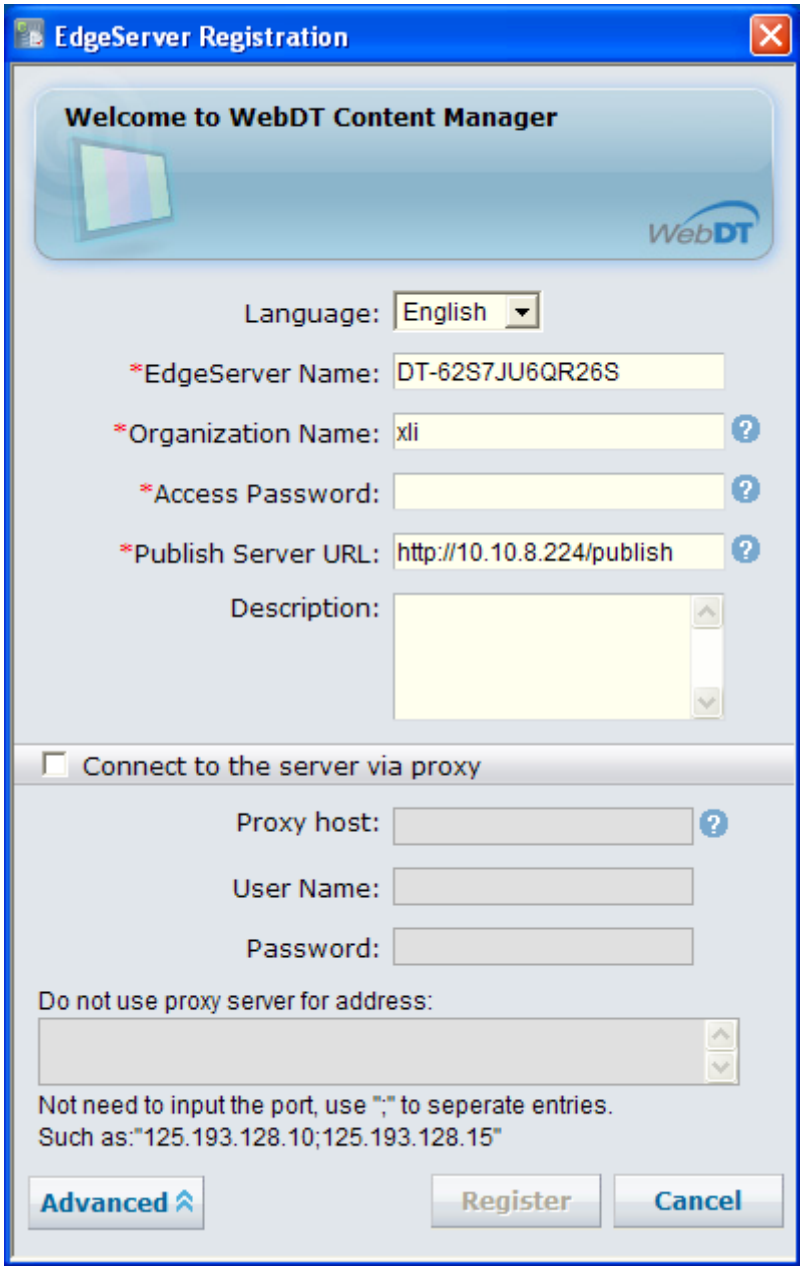


Figure 90 - If you previously registered and exited before completing the process, click the shortcut **Start WebDT Signage Edge Server** to continue with the registration process.

Fill in all fields to register. Fields marked (*) are required.

Field	Description
Language	Select the desired language: English (default), Simplified Chinese, Japanese, Traditional Chinese, French, Spanish, German and Korean.

Edge Server Name	Enter the name of the Edge Server.
Organization Name	Enter your organization name received from your hosting partner or site manager.
Access Password	Enter the **Access Password** received from your site manager.
Publish Server URL	Enter the **Publish Server URL** from your hosting partner or site manager. **Note:** Please input the IP address with correct port number, such as “http://127.0.0.1:8080/publish”, not adding “http:// ” or “/publish” is also ok.
Description	Enter a short description to identify this server.
The following fields are for proxy registration and are only visible by clicking the advanced button ( ) in the Player Registration window.	
Connect to the server via proxy	Select this check box if registering the **WebDT Edge Server** through a proxy.
Proxy Host	Enter the proxy host name from your hosting partner, include the port number of the proxy server, for example: http://w.x.y.w:80/ (whereas 80 is the port number).
User Name	Enter the proxy user name from your hosting partner.
Password	Enter the proxy password from your hosting partner.
Do not use proxy server for address:	You can use this setting to bypass using the proxy server to register to the WebDT server if it is located in the same subnet as the proxy server.

2. Click **OK** to register.

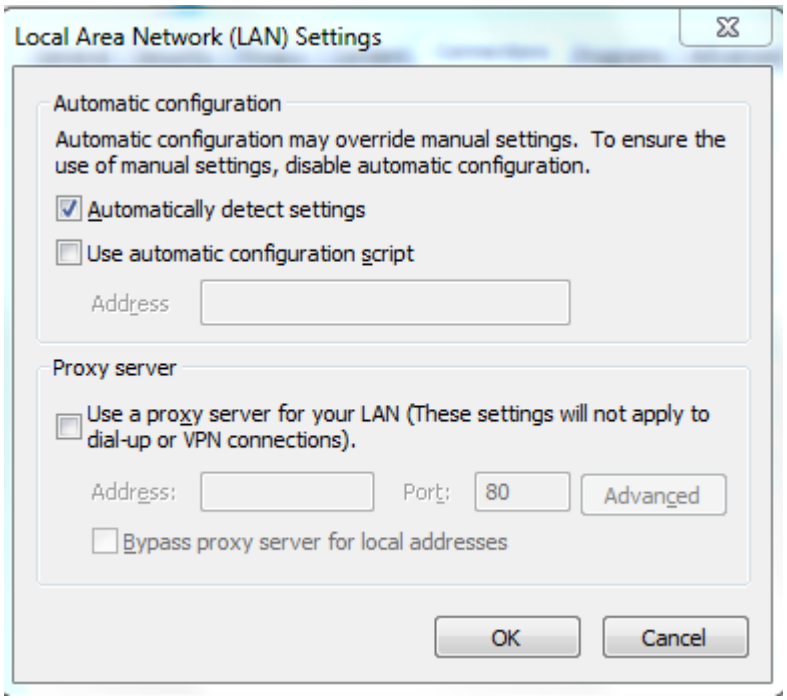
The **WebDT Edge Server** is registered and a confirmation window displays. If it fails to register, please check if the Internet/network connection and the firewall settings work properly.

When you turn on the player and a static bitmap is displayed, the player has been registered. It is not necessary to register the player again

Proxy Detecting

Player/ES can support the proxy settings through local settings on IE and domain policy on the domain server (not support settings from DHCP server and DNS server and configuration script).

In IE menu, open: Tools > Internet Options > Connections > LAN,


Local Area Network (LAN) Settings
Automatic configuration
Automatic configuration may override manual settings. To ensure the use of manual settings, disable automatic configuration.
Automatically detect settings
Use automatic configuration script
Address
Proxy server
Use a proxy server for your LAN (These settings will not apply to dial-up or VPN connections).
Address:
Port:
80
Advanced
Bypass proxy server for local addresses
OK
Cancel

1) If "Automatically detect settings" is checked, Player/ES can use IE proxy settings. When proxy is start, Player/ES can register and download successfully by it;
2) If "ByPass Proxy server for local addresses" is checked, Player/ES will use IE settings and be same behavior with IE ;
3) If "Do not use proxy server for address beginning with" is set, Player/ES will use IE settings and be same behavior with IE;
4) If Player/ES has its own proxy settings in register dialog, Player/ES will use its own proxy settings and not use IE's.

Player, Group and Edge Server Management

Managing Players, Groups and Folders

Every player registered in **WebDT Content Manager** belongs to a group. Users can specify the group name when registering a player. If a player has no group name, then it belongs to a common group – **Not Assigned**. Users create playlists and schedules to publish to a group. All players in the same group will play the same playlists in the same schedule. It is convenient to group the players that play the same content.

Menu Elements

The following is a short description of the menu elements found in the Player Group management menus.

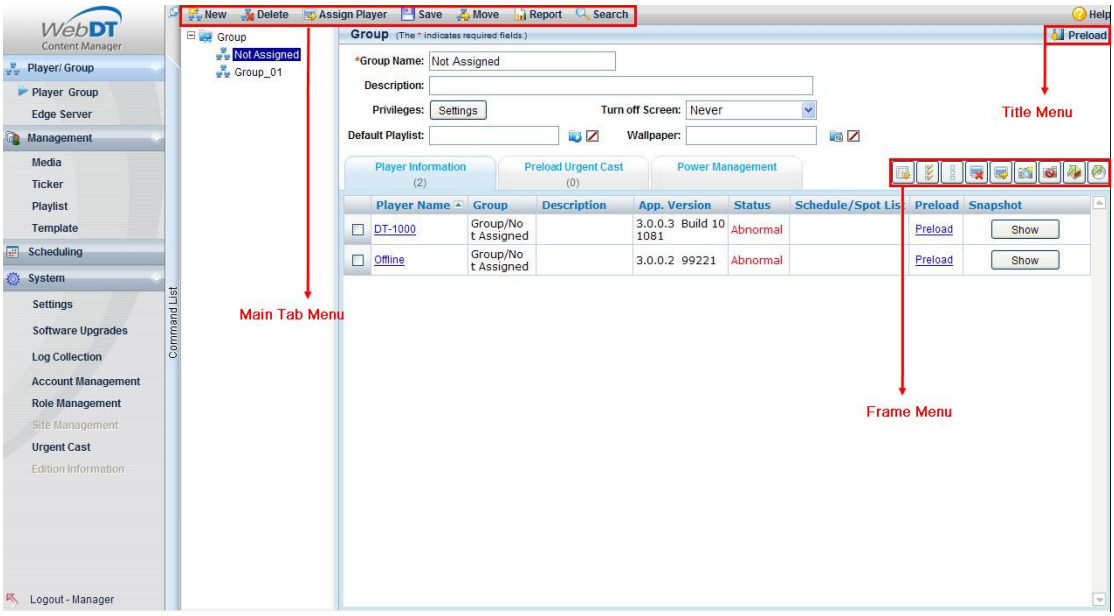


Figure 91

Main Tab Menu

The table that follows describes the Main Tab menu functions. Some functions are only available after selecting a player, group or both.

Icon	Menu	Description

	New	Create new groups and folders.
	Delete	Delete existing groups and folders.
	Assign Player	Assigns a player to a selected group.
	Save	Saves player/group information.
	Move	Moves the selected folder.
	Report	Generates a schedule report of the selected group.
	Search	Used to search for player(s).

Title Menu

	Preload	Preload media files to groups

Frame Menu

The table that follows describes the Frame menu functions.

Icon	Menu	Description
	Log level	Click to set log level (**Normal** / **Debug**)
	Select All	Click to select all listed player(s)/group(s)
	Clear All	Click to unselect all listed player(s)/group(s)
	Delete Player	Delete the selected player(s)
	Move Player	Place selected player(s) to another group.

	Display Snapshot	Click to display the selected player's preview snapshot in the **Player Information** frame.
	Hide Snapshot	Click to hide the selected player's preview snapshot in the **Player Information** frame.
	Dispatch Patch	Click to select the target player(s), and set the time of release for the selected update(s).
	Update OS/BIOS	Click to select the target player(s), and set the time of release for the selected updates(s).

Players

A player and its status are displayed automatically within **Player Group** section if the player has been registered. The players first appears in the **Player Group** section as **Not Assigned** and remains until assigned to a group.

Updating Player Information

From the **Player Information** screen, you can update a player's name, description, preferred server, time zone preference and log level. You also can enable or disable a player's remote desktop, and restart a player.

Additional information available on the **Player Information** screen includes: privileges**, Snapshot**, Screen info, **Status**, **Machine Name**, IP Address, **MAC Address**, **OS Version Information**, **Application Version**, BIOS Version, Patch Name, Patch Status, Time Zone, Player Time, **Free Space**, Current Download File, Remote Desktop, Restart, Log Level, **Publishing Status**, Preloading Status, and Wallpaper/Default Playlist.

To change the player information, follow the steps below.

1. In the **Group** column, select your target group.
2. In the **Player Information** tab, click on the player to modify.

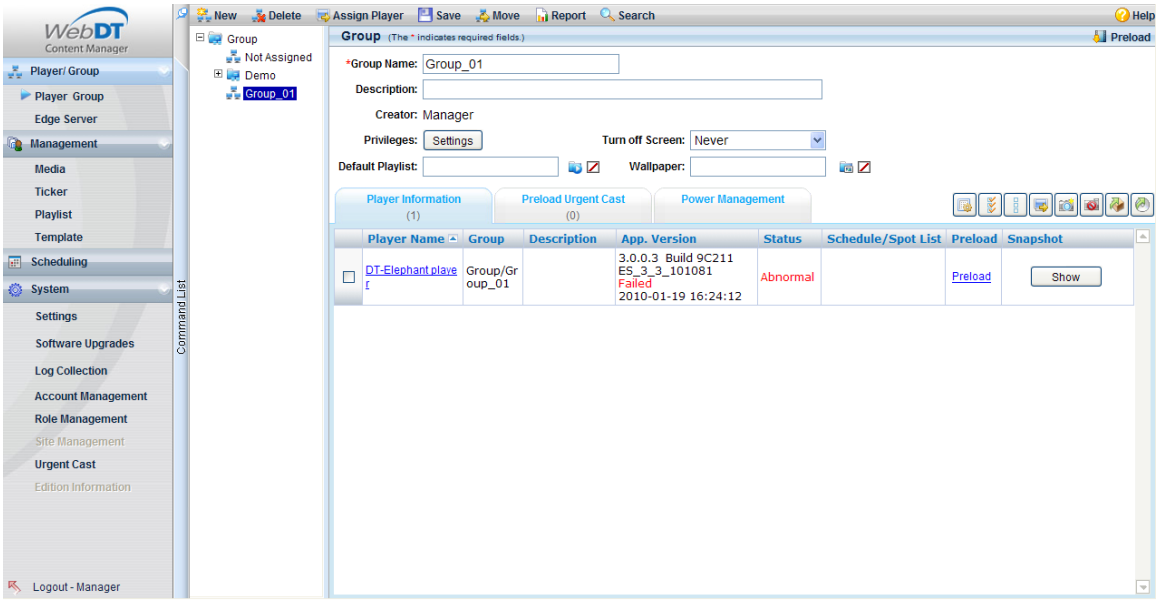


Figure 92

The **Player Information** dialog screen displays as shown in figure 93.

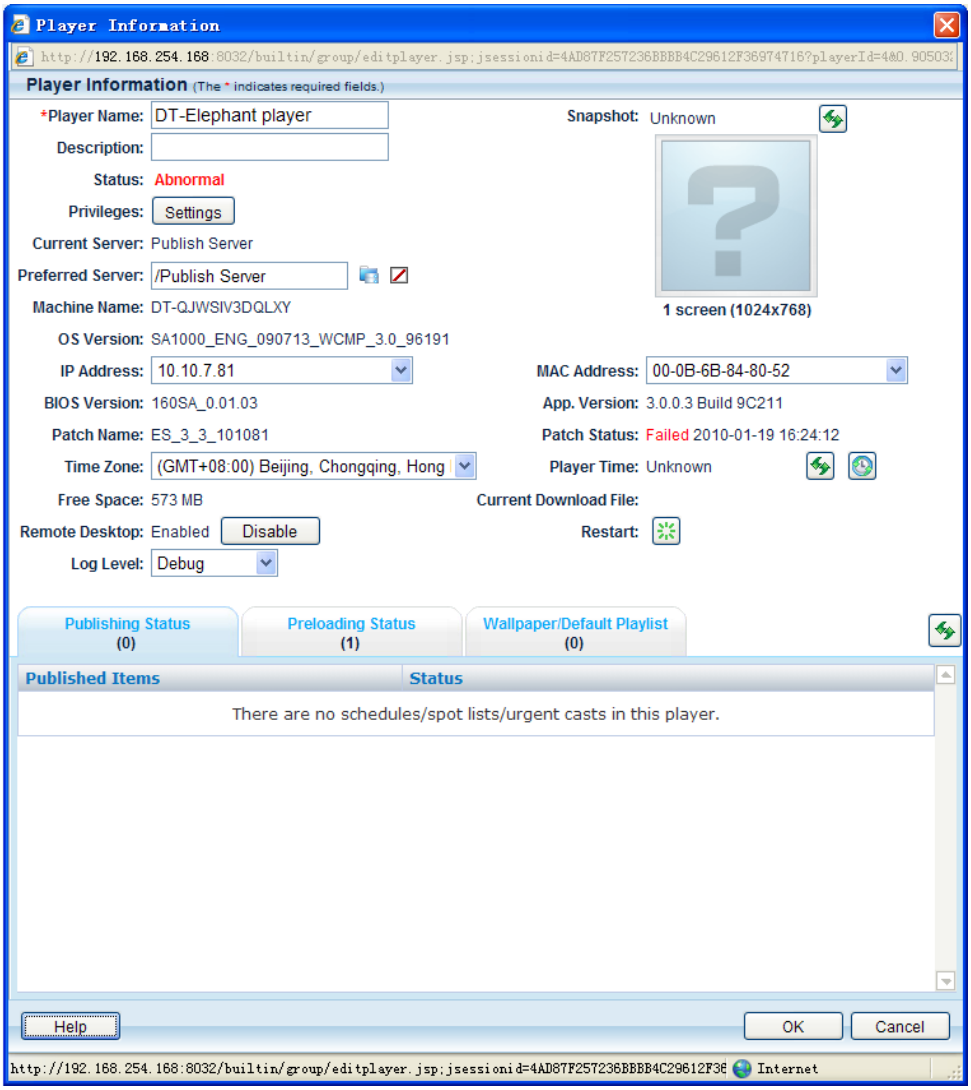


Figure 93

3. Enter the information to change.

Field	Description
Player Name	Enter a name to identify the player.
Snapshot	Display an image of the player's current scheduled event in progress. **Note:** If the player operating system is *Windows XP Embedded*, only 1 screen with the screen resolution will be displayed under the snapshot. If the player operating system is *Windows Vista*, the total number of screens and total screen resolution will be displayed under the snapshot.

Description	Enter a brief description to identify the player to the rest of the group(s).
Status	Displays the status of the player, Normal or abnormal (For Display Only).
Privileges	Click to show the privilege settings of the player which is read-only; the privileges are inherited from the player group.
Current Server	Displays the designated server for this player.
Preferred Server	Change Preferred Server by click .and click to clear the setting. • The Preferred Server of player is a reference for player content downloading. If it has available value, current player download content from it, else, it will download content from **Publish Server** directly.
Machine Name	Displays the machine name.
OS Version Information	Displays the current version of the operating system in use.
IP Address	Displays the currently assigned IP address.
MAC Address	Displays the MAC address of the current player.
BIOS Version	Displays the current version of the BIOS in use.
App Version	Displays the current version of the application.
Patch Name	Displays the current name of the Patch
Patch Status	Displays the current status of the Patch
Time Zone	Displays the current assigned time zone for the player.
Synchronization Time	Synchronize time from the WCM Publish Server or Edge Server
Free Space	Displays the available amount of disk space in MB.
Current Download	Show the current file downloading on the player.

File	
Remote Desktop	Enable or disable the remote desktop function on the player.
Restart	Click to restart the player system..
Log Level	Display and change the log level on the player.
Publishing Schedule Status tab	Lists the current downloading status of the schedules/spot lists/Urgent Casts published to the player.
Preloading Status tab	Lists the current downloading status of the media files/Urgent Casts preloaded to the player.
Wallpaper/Default Playlist tab	Lists the downloading status of the wallpaper/default playlists assigned to the player.

Note	**The length of the new player name is limited to 32 characters and the description is limited to 1024 characters.**

4. Click **OK** to save the new player information or **Cancel** to return to the previous menu without saving.

Deleting a Player

In some cases, a player may not be available to the system. For example, a player has been uninstalled or removed. In that case, the player information is still stored in the system. To delete player information from the system completely, follow the steps as shown below:

1. Select the group from the **Group** column.
2. In the **Group** frame, select the player(s) to be deleted,
3. Click the **Delete** button. A confirmation prompt displays.
4. Select **OK** to continue or **Cancel** to return without deleting the selected player from the group.

Preloading Media to a Player

Click the Preload link as in below figure to open a Player Preload Media File dialog window. Select media files from the "Select Media Files" frame and click the --> to preload the media files to the selected player. Once the media files are added to the right frame and saved, media files will be preloaded to players immediately.

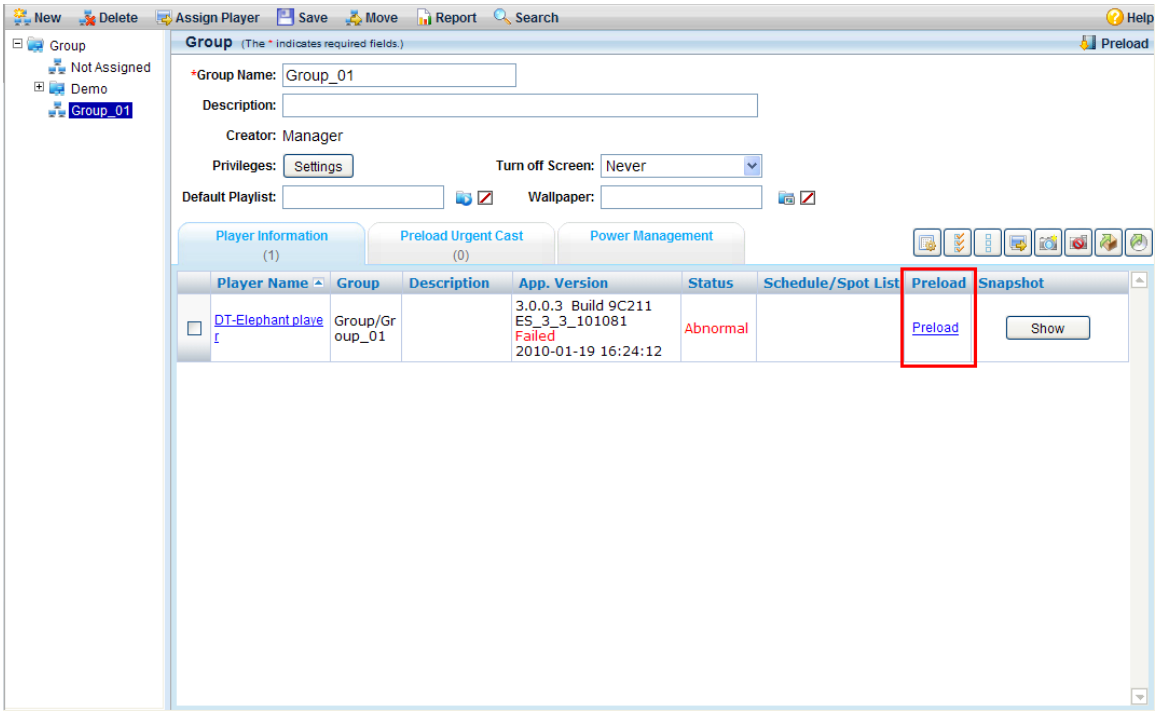


Figure 94

Assigning a Player to a Group

Once a group is created, a player can be assigned to the group through the **Assign Player** function**.**

To assign a player:

1. Select a target group from the group column, in Figure 92.

2. Click on the **Assign Player** button on the top menu bar.

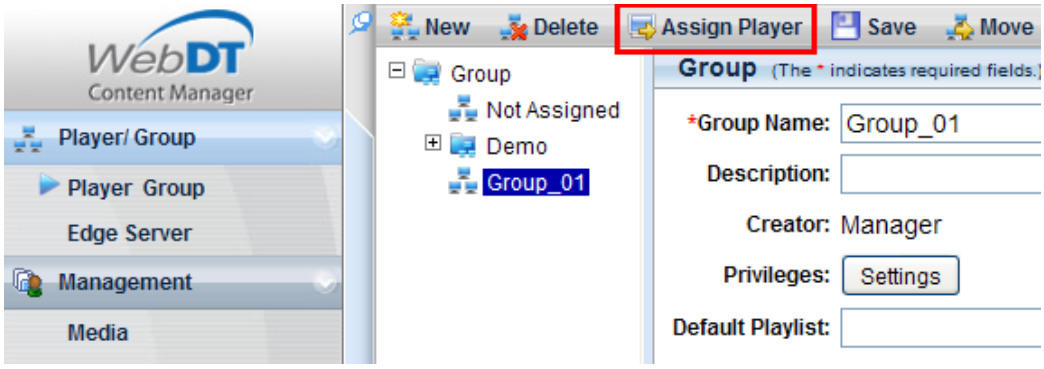


Figure 91

Note	**Only the account which has Manager Group privilege on these groups is authorized to assign players.**

The **Assign Player to Current Group** dialog screen displays as shown in Figure 93.

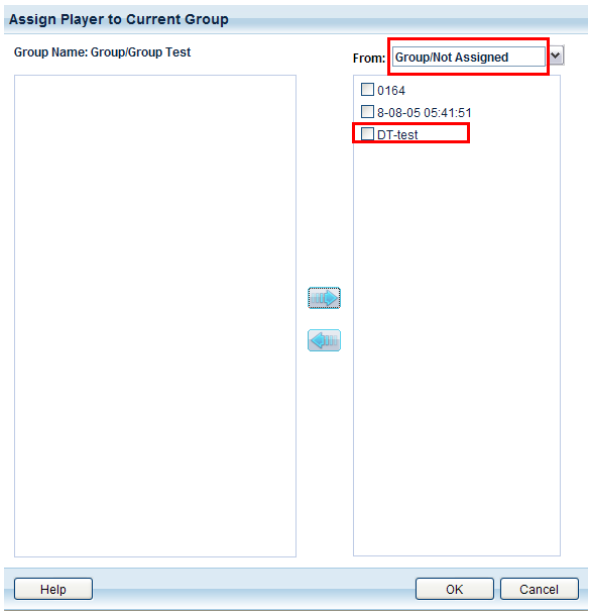


Figure 92

3. Open the **From** drop-down menu and select the source group, it's respective players are displayed on the right column.

All current players assigned to the current group are displayed on the left side.

- To remove a player from current group, check the player and click the button. The player is then moved to the **Not Assigned** group.
- To add a player to the current group, select a player located in the right-hand frame and click the button to move the selected players to the current group.

4. Click **OK** to complete the Assign Player operation.

Removing a Player from a Group

Select a group and all associated players are listed in order. Select the player(s) to remove. Then click the button; the selected players will be removed from the current group to the Not **Assigned** group.

To remove a player, see step 3 of To assign a player above.

Moving a Group

A group can be moved to another folder. To move a group:

5. Select the group to be moved, the group *Group_01* is selected as shown in figure 97.
6. Click on the **Move** button on the top menu bar.

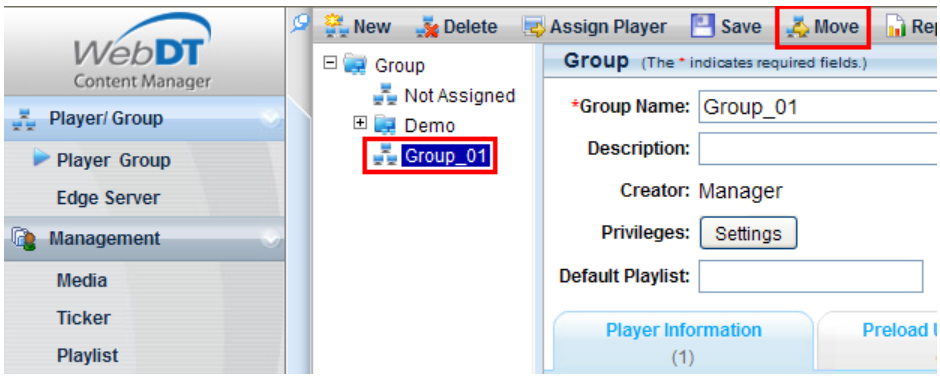


Figure 93

The **Move to Target Folder** dialog screen displays as shown in Figure 98

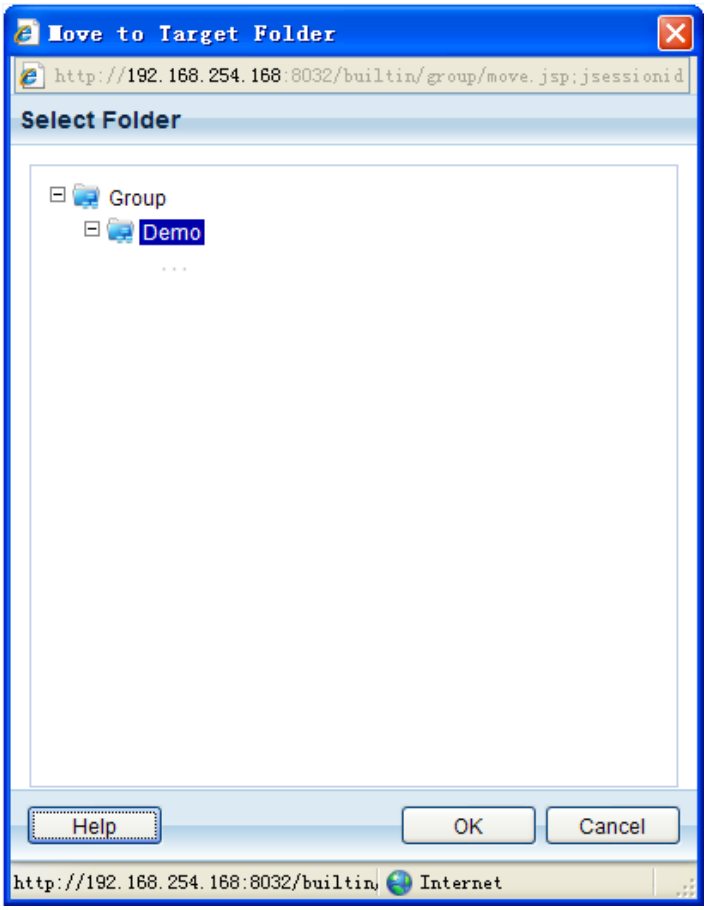


Figure 94

7. Select the target folder to move the group to.

8. Click **OK** to complete the Move Group operation.

Generating a Player Report

This function is used to generate the playback activity report of all the players in the selected groups.

To generate a playback report:

1. Click the **Report** button as shown in figure 99

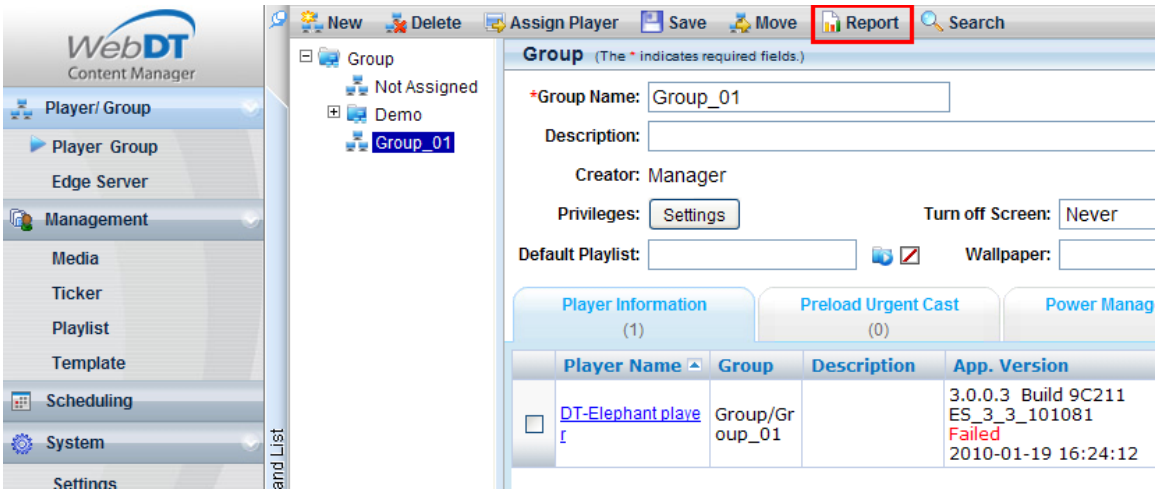


Figure 99

A **Report** dialog screen displays as shown in figure 100.

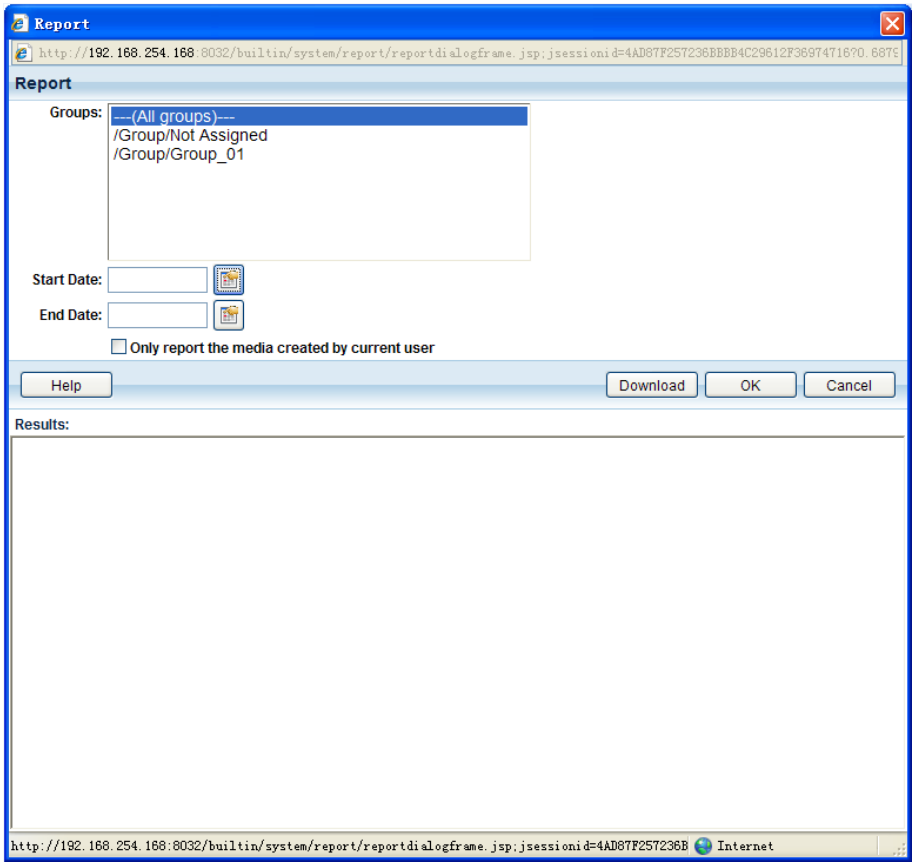


Figure 100

2. Select the **Group(s)** to be used in generating the report. You can hold **Shift** or **Ctrl** key to select multiple groups.

3. Set the date range to include in the results.
4. Check the field **Only report media created by current user** to only retrieve results from media created by the current user.
5. Click **OK** to generate the report. The playback activities display in the **Results** window.

You can also download the report data to a file by clicking the **Download** button. The file is saved in CSV format and can be imported into a spreadsheet such as Microsoft Excel.

Note	**The report data is available one day after the content has played.**

Searching for Players

This function is very useful if you have hundreds of players registered in your system. Click the **Search** button as shown in figure 101

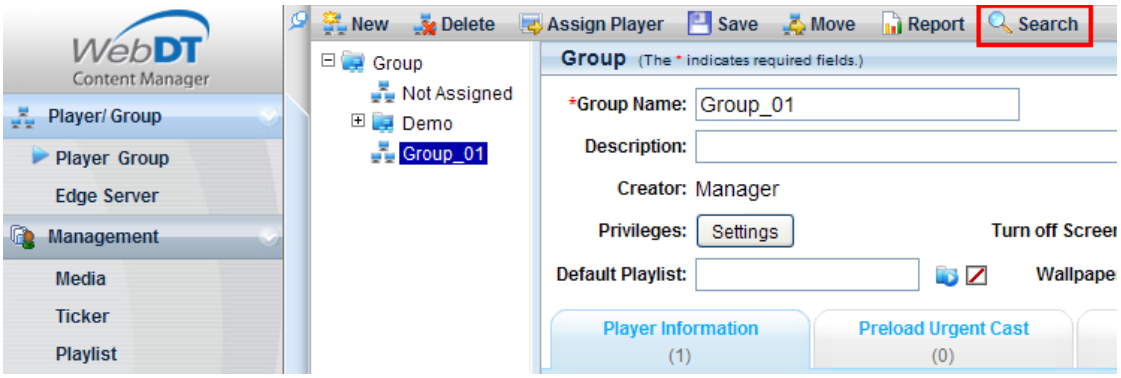


Figure 101

A **Search Player** dialog screen displays as shown in figure 102.

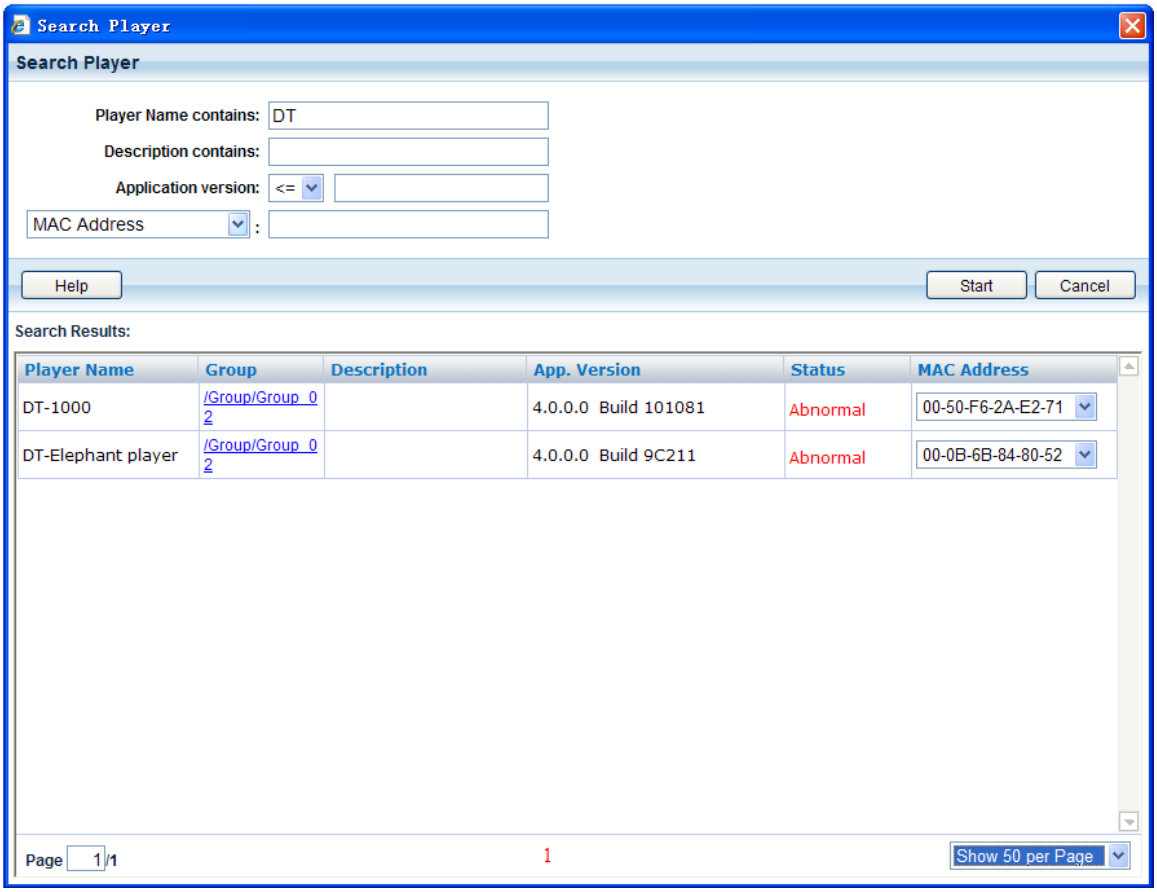


Figure 102

If you know any keyword in the **Player Name** or **Description**, enter the keyword in those fields. Alternatively, if the player version number is available, use the version number as the search criteria.

You can also search for a player by using the following:

- MAC Address
- Machine Name
- IP Address
- OS Version Number

Once the criteria are entered, click the **Start** button and the matched players will be listed in the **Search Results** window. If the search criteria are empty, then all players will be listed. Click the group name under **Group** column to display the group detail information.

Dispatching a Patch to Players

In Player/Group, user can select players here and then dispatch a patch file to selected players.

1. Select a group from left tree view in Group section.
2. Select players to be updated.
3. Click on right Frame Menu to launch the **Dispatch to Players** window.

   Available patch files will be listed in the middle of the window.
4. Choose to install the patch immediately or select a specific time in **Set Install Time** section.
5. Click **OK** to complete the dispatch process.

Updating Player OS/BIOS to Players

In Player/Group, user can select players here and then update OS/BIOS to selected players.

1. Select a group from left tree view in **Group** section.
2. Select players to be updated.
3. Click on right Frame Menu to launch the Update Players window.
4. Available OS/BIOS files will be listed in the middle of the window.
5. Choose to install the OS/BIOS immediately or select a specific time in **Update Time** section.
6. Set **Update From Host** and Specify Wi-Fi Settings in **Advanced Options** if necessary.
7. Click **OK** to complete the update process.

WebDT Preview Player

WebDT Preview Player is designed especially for previewing content. It can be installed on your computer, so you can preview content with WebDT Content Manager without extra investment.

Preview Player is different from the normal players, you cannot publish schedule, spot list or Urgent Cast to a Preview Player. It is not supported either on setting download range, power management, default playlist, etc.

In the Select Player dialog when previewing content, there is an icon shown before the Preview Players.

Installing WebDT Preview Player

1. Follow the steps described in Downloading WebDT Preview Player to download your **WebDT Preview Player** tool installation.

2. Run the " WebDT Preview Player.exe" program, InstallShield Wizard screen displays as shown in figure103

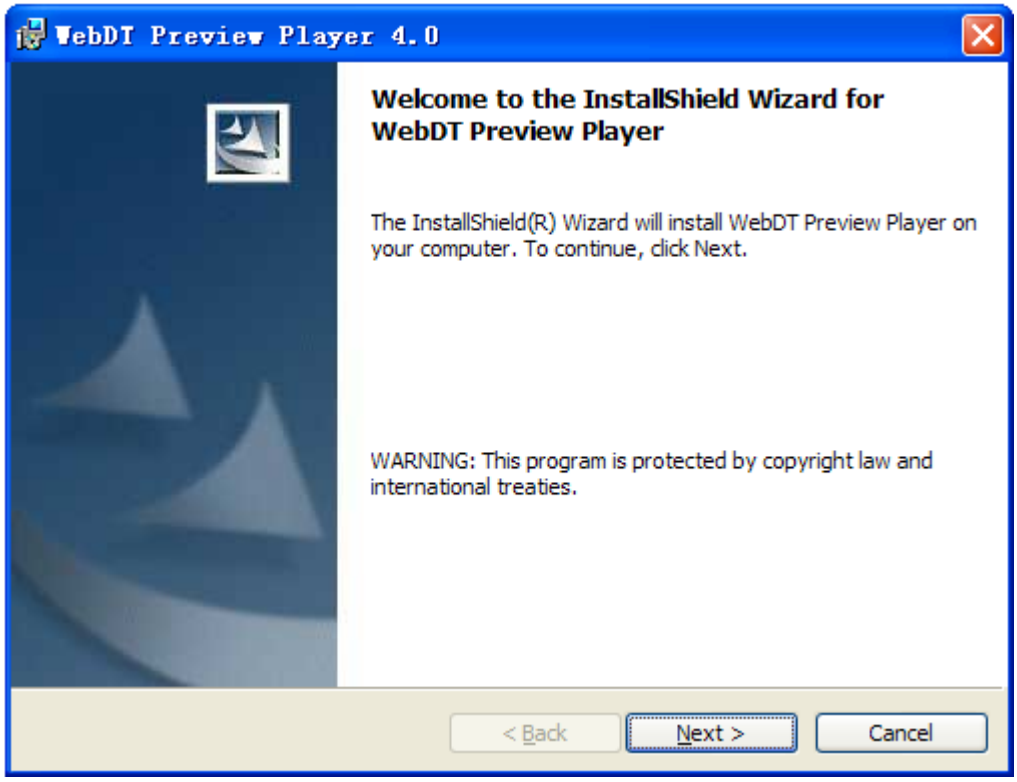

WebDT Preview Player 4.0
Welcome to the InstallShield Wizard for WebDT Preview Player
The InstallShield(R) Wizard will install WebDT Preview Player on your computer. To continue, click Next.
WARNING: This program is protected by copyright law and international treaties.
< Back
Next >
Cancel

Figure 103

3. Click **Next** to continue.

The License Agreement screen displays as shown in figure 104

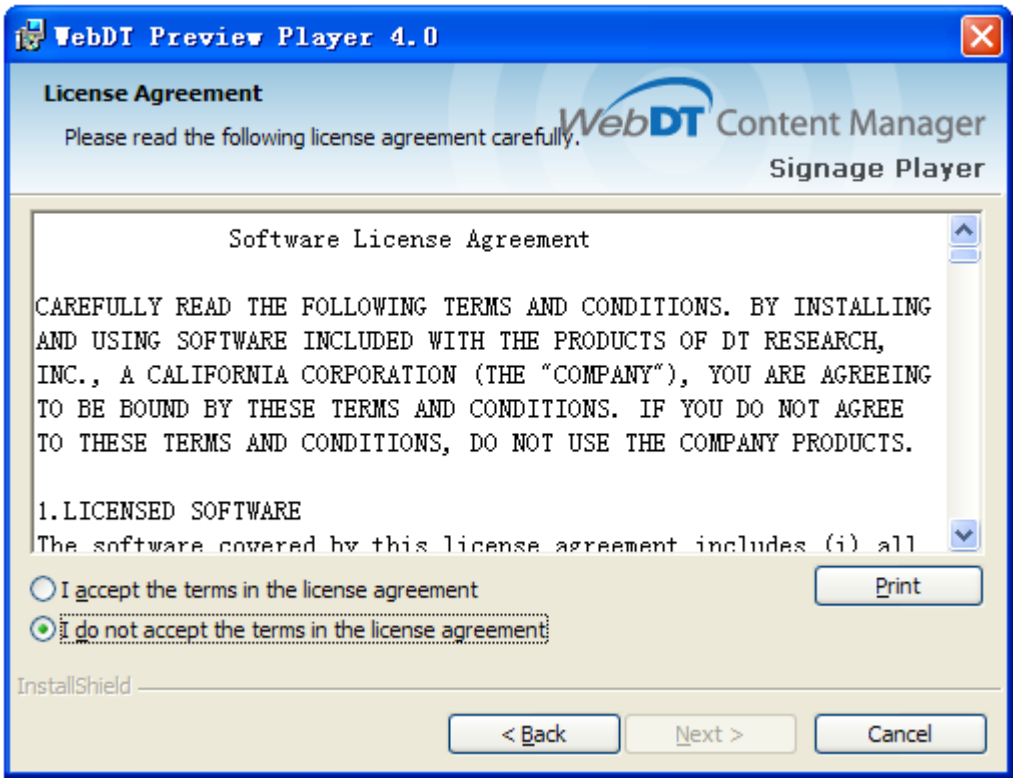

WebDT Preview Player 4.0
License Agreement
Please read the following license agreement carefully.
WebDT Content Manager
Signage Player
Software License Agreement
CAREFULLY READ THE FOLLOWING TERMS AND CONDITIONS. BY INSTALLING AND USING SOFTWARE INCLUDED WITH THE PRODUCTS OF DT RESEARCH, INC., A CALIFORNIA CORPORATION (THE "COMPANY"), YOU ARE AGREEING TO BE BOUND BY THESE TERMS AND CONDITIONS. IF YOU DO NOT AGREE TO THESE TERMS AND CONDITIONS, DO NOT USE THE COMPANY PRODUCTS.
1.LICENSED SOFTWARE
I accept the terms in the license agreement
I do not accept the terms in the license agreement
Print
InstallShield
< Back
Next >
Cancel

Figure 104

4. After reading the Software License Agreement, select **I accept the terms in the License agreement** and click **Next.**

The Destination Folder screen displays as shown in figure105

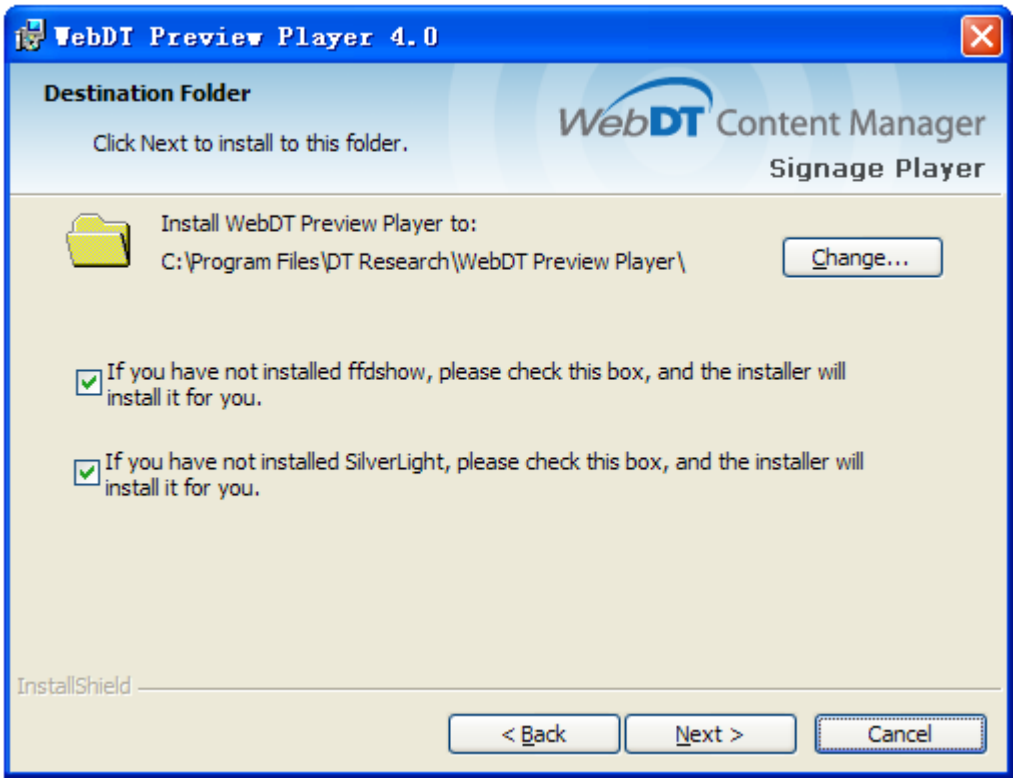

WebDT Preview Player 4.0
Destination Folder
Click Next to install to this folder.
WebDT Content Manager
Signage Player
Install WebDT Preview Player to:
C:\Program Files\DT Research\WebDT Preview Player\
Change...
If you have not installed ffdshow, please check this box, and the installer will install it for you.
If you have not installed SilverLight, please check this box, and the installer will install it for you.
InstallShield
< Back
Next >
Cancel

Figure 105

5. Click **Change** to select a different installation path, if you have not installed ffdshow and silverlight, please check the check box to installed, or click **Next** to use the default as shown.

The Ready to install the Program screen displays as shown in figure 106

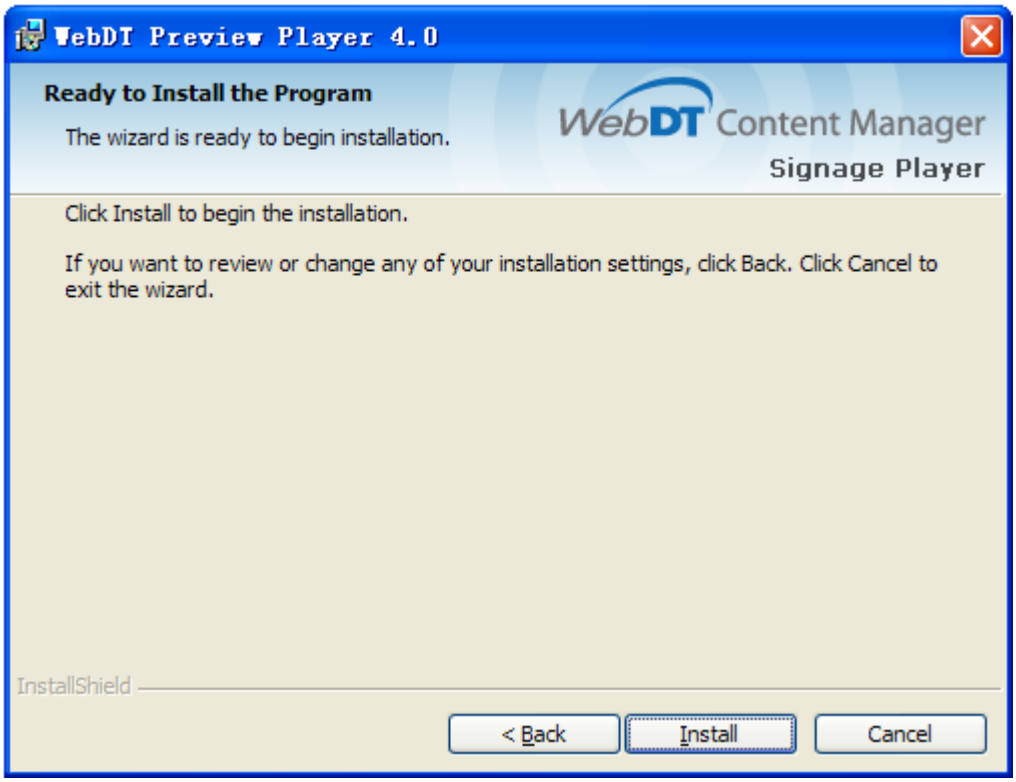

WebDT Preview Player 4.0
Ready to Install the Program
The wizard is ready to begin installation.
WebDT Content Manager
Signage Player
Click Install to begin the installation.
If you want to review or change any of your installation settings, click Back. Click Cancel to exit the wizard.
InstallShield
< Back
Install
Cancel

Figure 106

6. Click **Install** to begin.

Once the installation process is complete, the InstallShield Wizard Completed screen displays as shown in figure 107

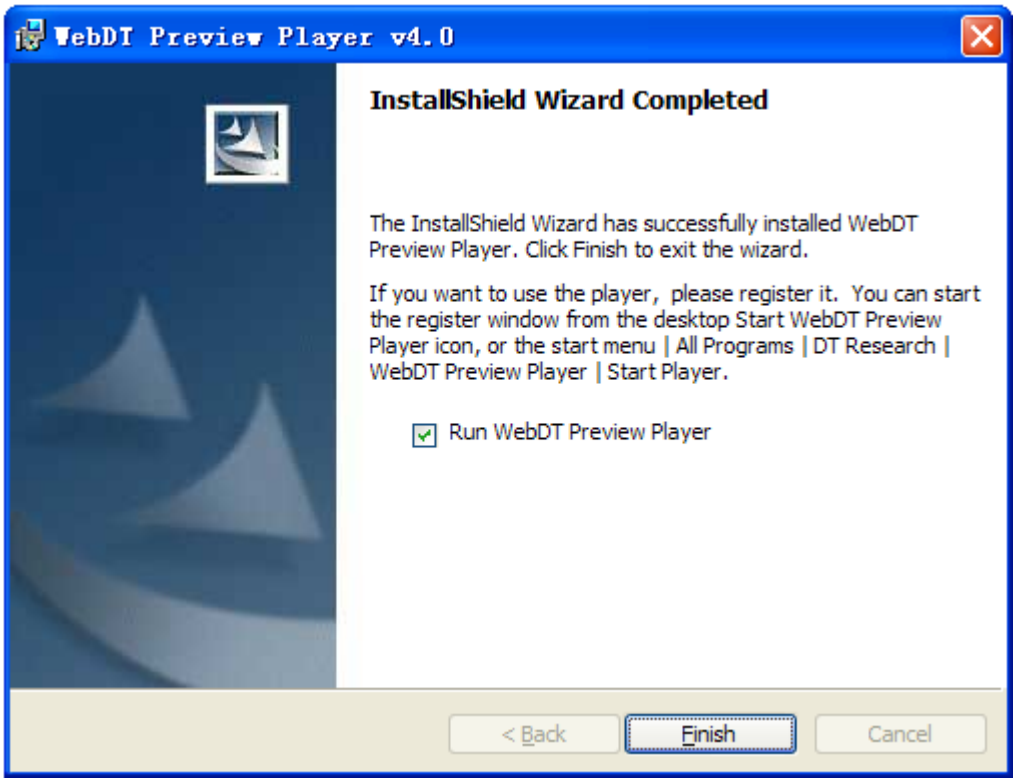

WebDT Preview Player v4.0
InstallShield Wizard Completed
The InstallShield Wizard has successfully installed WebDT Preview Player. Click Finish to exit the wizard.
If you want to use the player, please register it. You can start the register window from the desktop Start WebDT Preview Player icon, or the start menu | All Programs | DT Research | WebDT Preview Player | Start Player.
Run WebDT Preview Player
< Back
Finish
Cancel

Figure 107

7. Click **Finish** to exit the Installation.

Using WebDT Preview Player

1. Navigate to **Start | All Programs | DT Research | WebDT Preview Player v4.0** and click **Start Player** to start player, if you haven't register the preview player, the will open the Player Registration dialog as shown in figure 108:

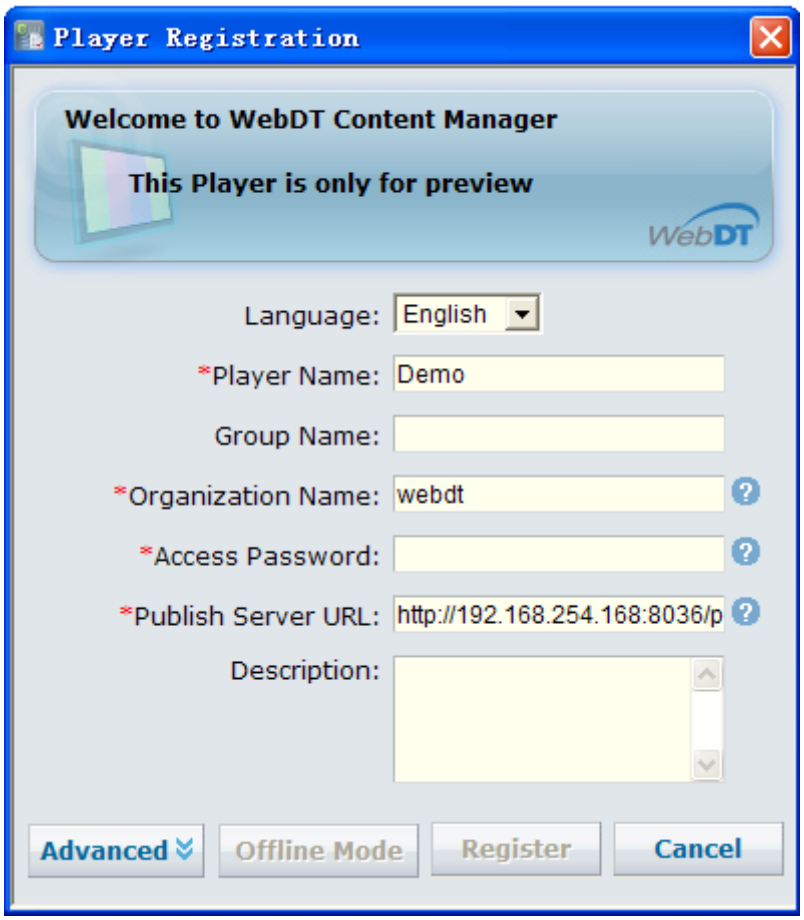


Figure 108

Fill in all fields to register and the WebDT Preview Player is registered and a confirmation window displays. If it fails to register, please check if the Internet/network connection and the firewall settings work properly.

Note	**The player is only for previewing. You cannot publish schedule to the preview players.**

2. After registering the preview player, it is started as shown in Figure 109

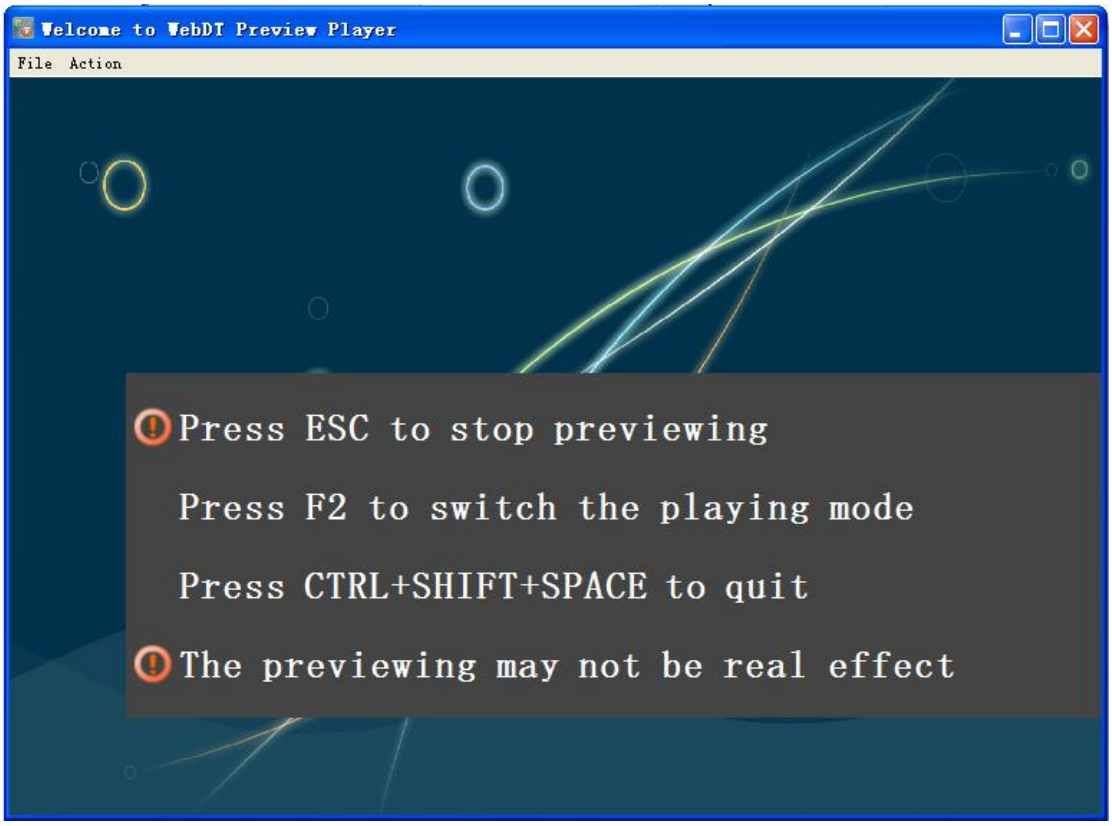

Welcome to WebDT Preview Player
File Action
Press ESC to stop previewing
Press F2 to switch the playing mode
Press CTRL+SHIFT+SPACE to quit
The previewing may not be real effect

Figure 109

Menu bar

The buttons in the File of the tool is:

Button	Description
Quit	Click to quit the WebDT Preview Player.

The buttons in the Action of the tool are:

Button	Description
Stop	Click to stop the WebDT Preview Player.
Aspect Ratio	Click to keep the content width and adjust the height to fit the selected ratio.(16:9, 4:3, 9:16, 3:4)
Full Screen	Click to switch full screen mode.

Shortcut Keys

Press the Ctrl, Shift, or Space keys, will show a tip in the right bottom of the screen, the tip will disappear after 10 seconds.

Button	Description
ESC	Press to stop the WebDT Preview Player.
F2	Press to switch playing mode.
Ctrl+Shift+Space	Press to quit the WebDT Preview Player.

Groups

A group is composed of one or more players. Users schedule the content for each group and then the schedule and content are approved and published to all the players in the group. Players in the same group will play the same content. If the user did not assign a player to any group, the player is put into a **Not Assigned** group.

Creating New Groups

1. To create a new Group, click the **New Group** button.

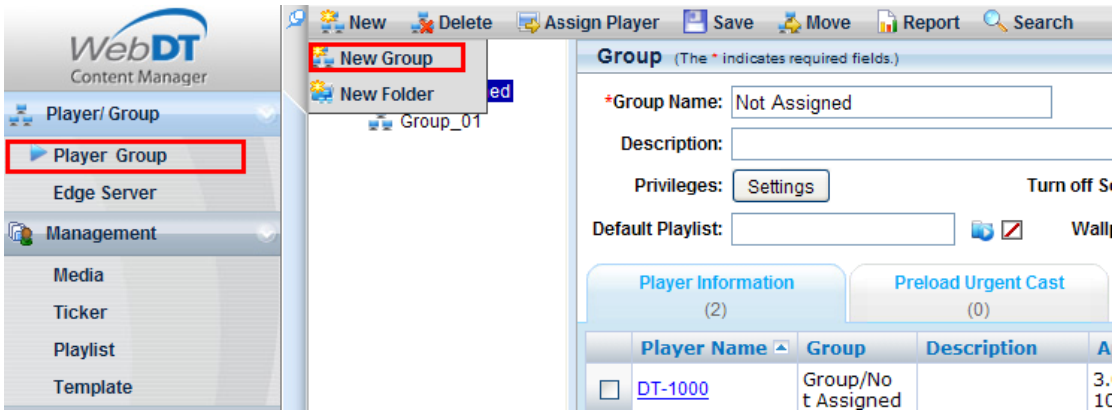


Figure 110

The **New Group** dialog screen appears as shown in figure 111.

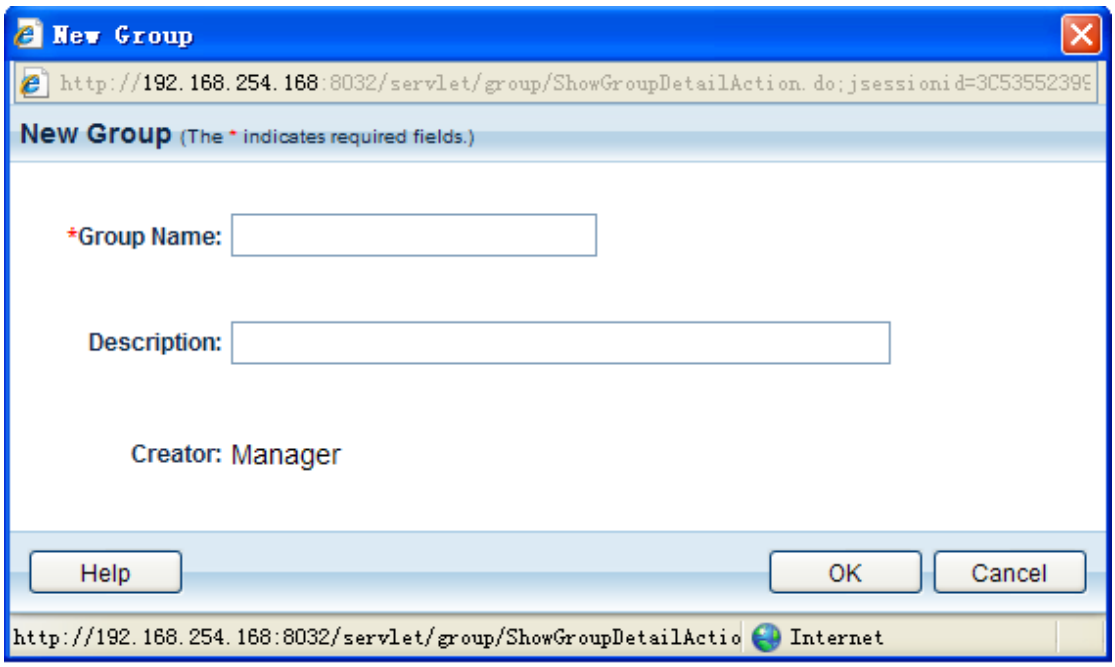


Figure 111

2. Enter the name of the group in **Group Name** field.
3. Type in description of the group in the **Description** field if desired.

Click **OK** to create the group.

Moving a Group or Folder

To move a group or folder, use the following steps:

1. In the Player/Group main menu, click on Player Group.
2. In the Group column, select the Group or folder to move.

In 0, the group **Move Group** was selected for this example.

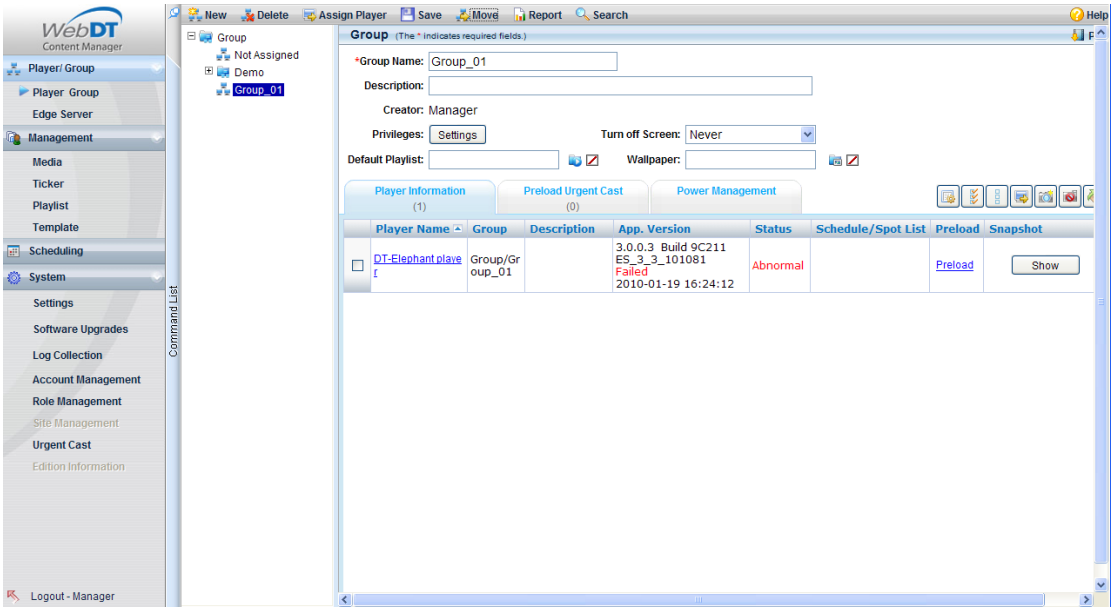


Figure 112

3. Click **Move**.

The **Select Folder** screen displays.

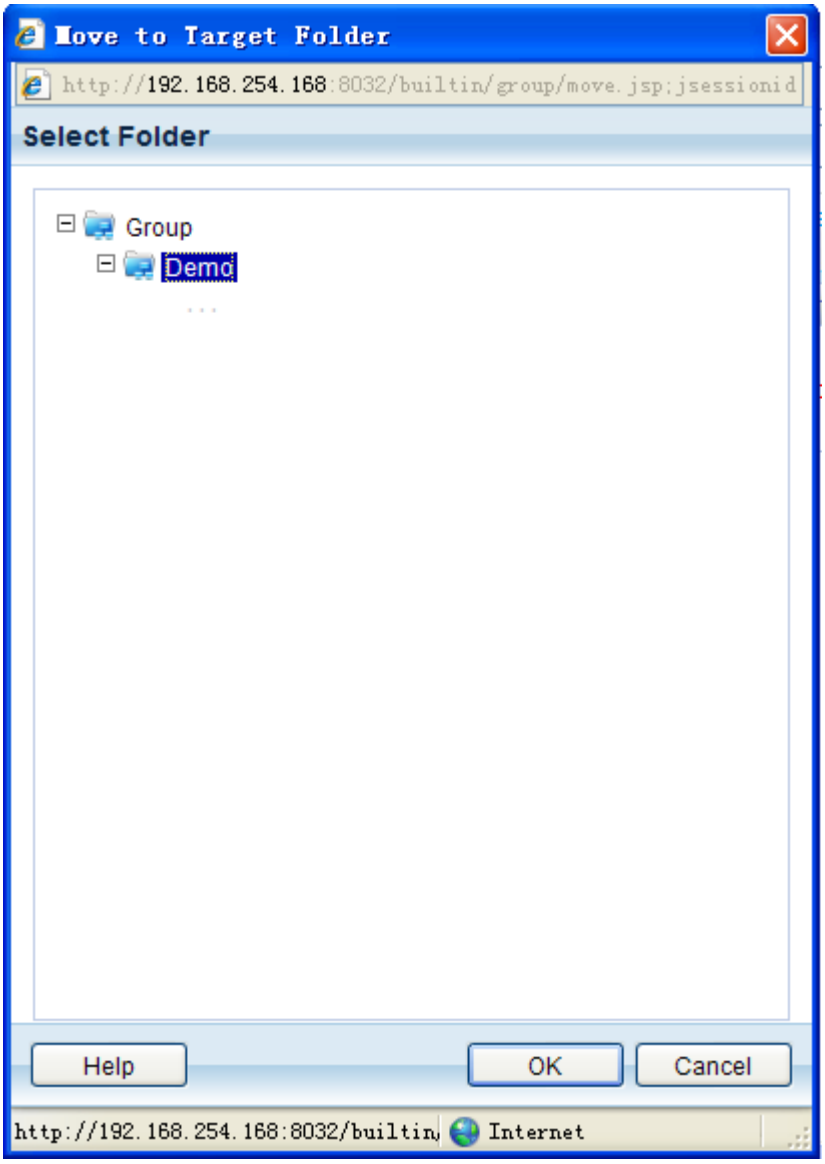


Figure 113

4. Select the destination location (Demo is selected as shown in Figure 113).
5. Click **OK**.

The Group/Folder is moved.

Deleting a Group

1. To delete a group, select the group to be deleted.
2. Click the **Delete Group** button.

Players belonging to the deleted group are moved to the **Not Assigned** group.

Preloading Media to a Group

Click the Preload link as in below figure to open a Group Preload Media File dialog window. Select media files from the "Select Media Files" frame and click the --> to preload the media files to the selected group. Once the media files are added to the right frame and saved, media files will be preloaded to groups immediately.

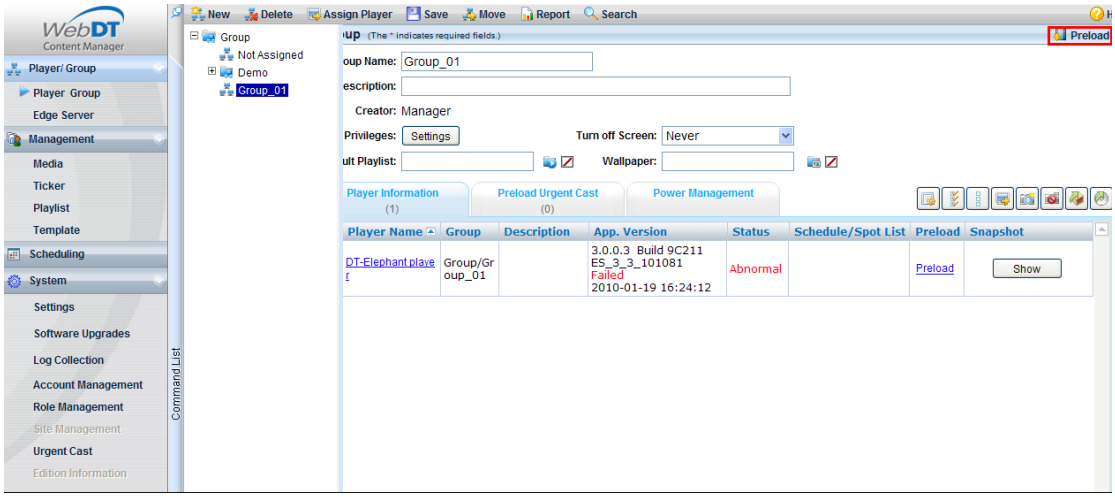


Figure 114

Group Information

The group window contains Group Name, Description, Creator, Privileges, Turn off Screen, Default Playlist and Wallpaper and Schedule. In addition, the Player Information, Preload Urgent Cast and Power Management tabs are available.

Player Information tab

In **Player Information** tab, all players under this group will be listed in the table. Snapshot for each player will be displayed by clicking **Show** button on right column.

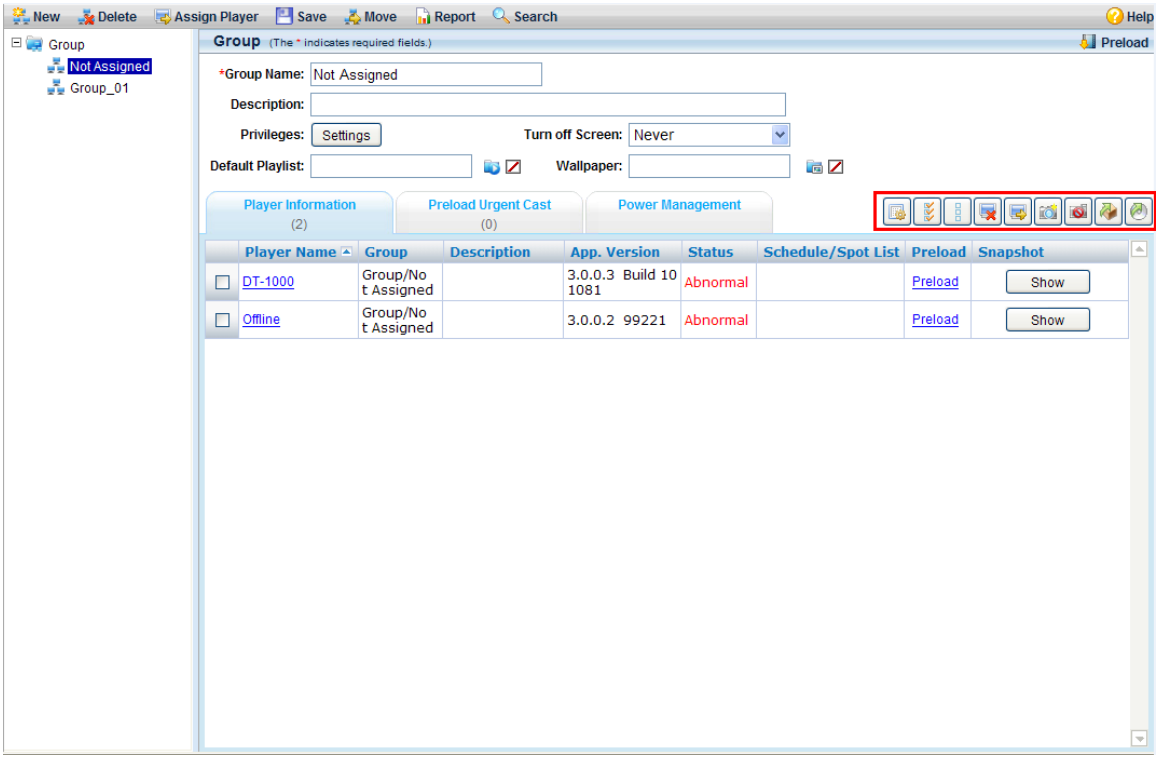


Figure 115

If there's any patch file or OS/BIOS update is under processing, the processing status will be displayed in the **App. Version** column.

If there is a schedule downloading or already downloaded, the processing status will be displayed in the **Schedule** column.

Icon	Menu	Description
	Log level	Click to set log level (**Normal** / **Debug**)
	Select All	Click to select all listed player(s)/group(s)
	Clear All	Click to unselect all listed player(s)/group(s)
	Delete Player	Delete the selected player(s)
	Move Player	Place selected player(s) to another group.

	Display Snapshot	Click to display the selected player's preview snapshot in the **Player Information** frame.
	Hide Snapshot	Click to hide the selected player's preview snapshot in the **Player Information** frame.
	Dispatch Patch	Click to select the target player(s), and set the time of release for the selected update(s).
	Update OS/BIOS	Click to select the target player(s), and set the time of release for the selected updates(s).

Preload Urgent Cast tab

In **Preload Urgent cast** tab, all preloaded Urgent casts will be displayed in the table. Please refer to Urgent Cast chapter to add Urgent cast and preload to players/ groups.

Power Management tab

Power Management is used to designate the specific startup/shutdown time of selected players. This function is not available for all player versions.

1. Click the Power Management tab.
2. Check the day to be set a specific **Start Up** and **Shut Down** time.
3. Set **Start Up** time and **Shut Down** time at lower section.
4. Click **Apply** to apply the settings or click **Clear** to reset the time.

Setting Default Group Playlist

1. Click to launch the **Set Default Playlist** menu as shown in below figure 116.

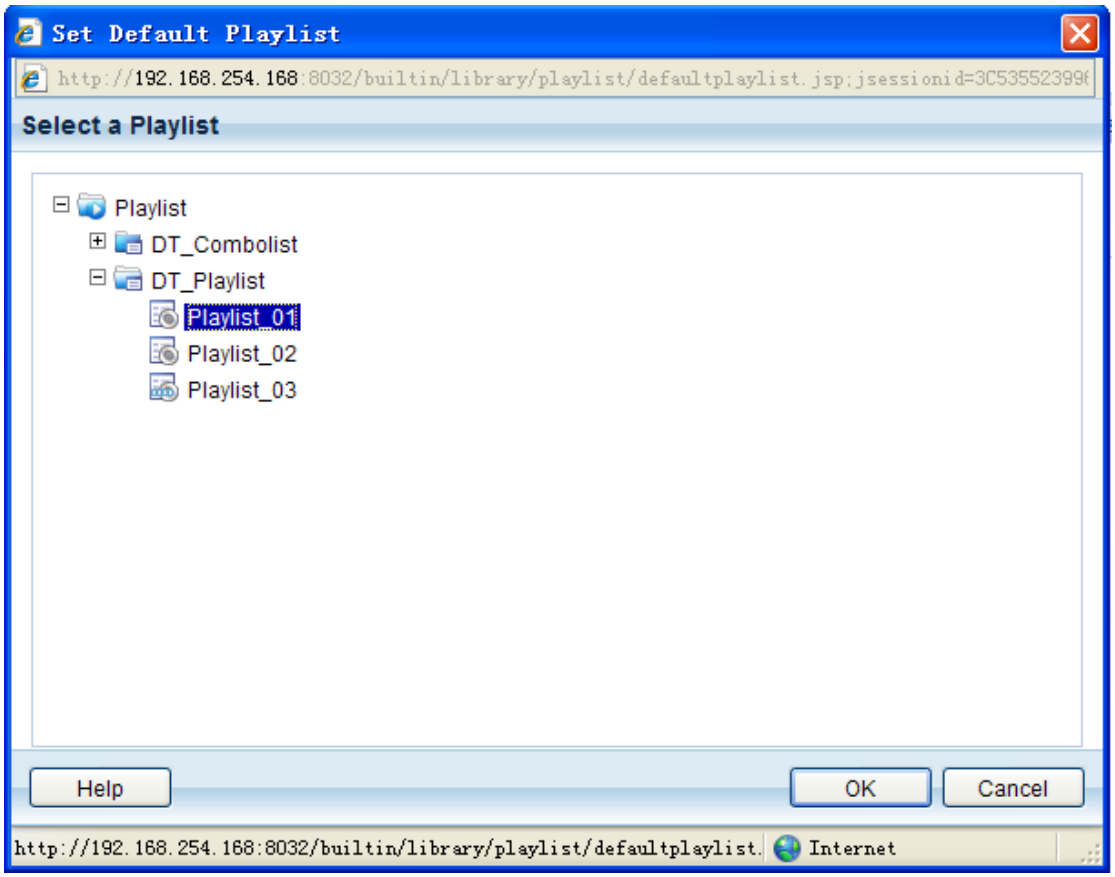


Figure 116

2. Select a default playlist from the playlist tree view
3. Click **OK** to complete the settings.

Deleting Default Group Playlist

Click to clear the current default playlist set for the group.

Turning off Screen Settings for a Group

This function is used to control the **on/off** settings for the display screens. Select **Never** if the screens should not be turned off anytime. Select other options from the drop down menu to turn off the screen after a certain period to extend monitor usage life.

Setting/ Deleting Wallpaper for a Group

1. Click to launch the **Select Wallpaper** window

2. Select an image file from the tree view.
3. Click OK to apply the setting.

Click to delete the current selected wallpaper.

Saving Group Updates

Modifications to groups or folders can be easily performed by filling or editing respective fields. For example: to change a folder name, click on the **Folder Name** field and type in a new entry.

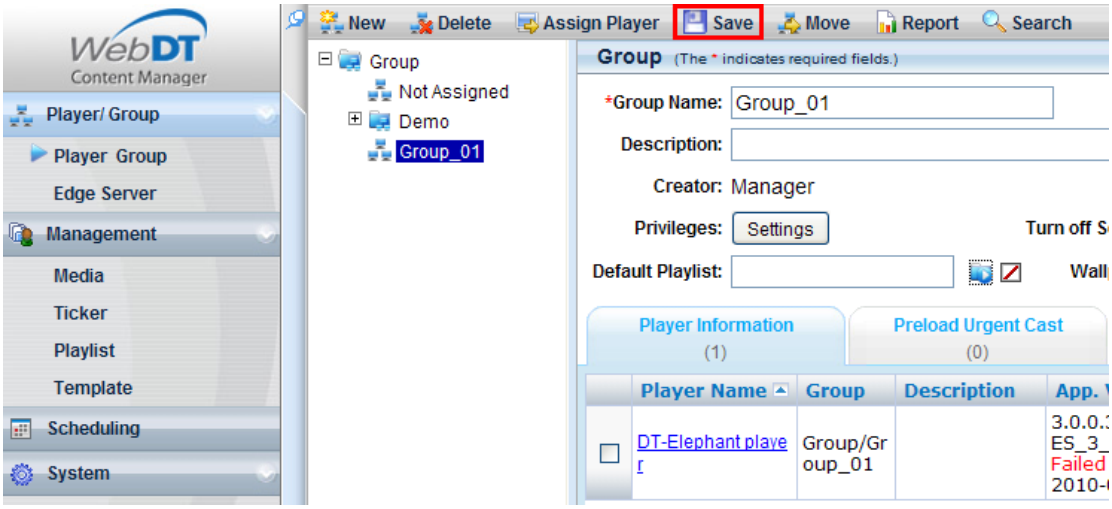


Figure 117

Privilege Management

In **Player/Group module**, you can set the privileges on the groups and group folders, to control what functions the users can do or not.

In WebDT Content Manager, child nodes will inherit privilege settings from their parent nodes. Each roles and accounts will inherit unless they have own setting on current node.

For any node, you should have read privilege on all its parent folders to ensure you can read or modify it's Privilege Actions

1. Click **Setting** button after the **Privilege** label as shown in figure 118.

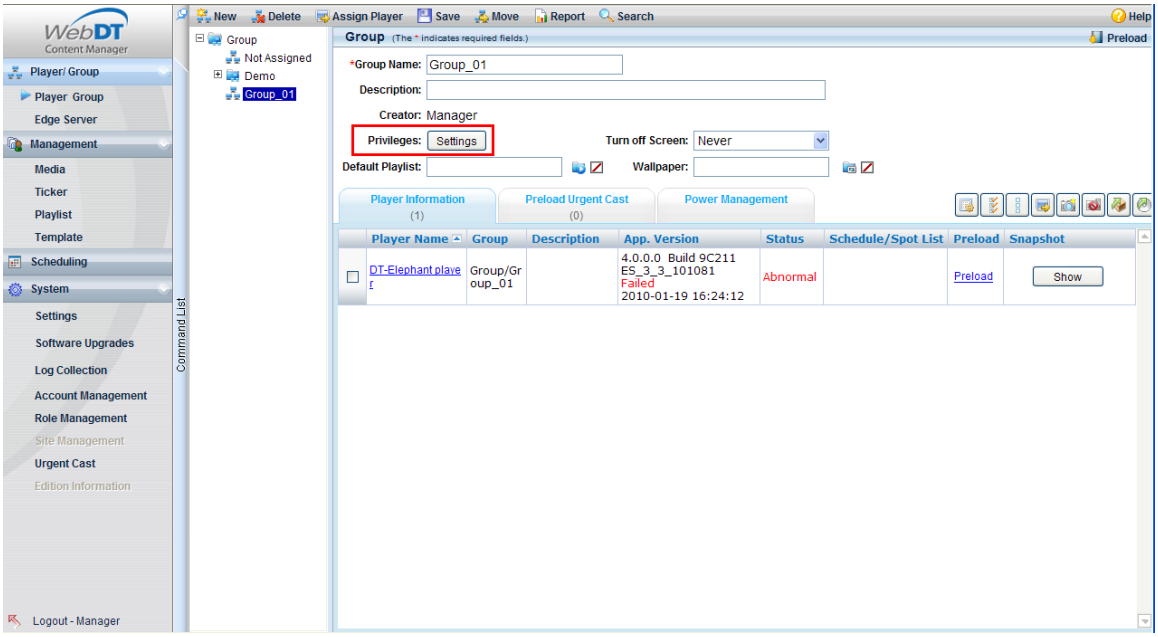


Figure 118

2. The **Privilege** screen displays as shown in figure 119.

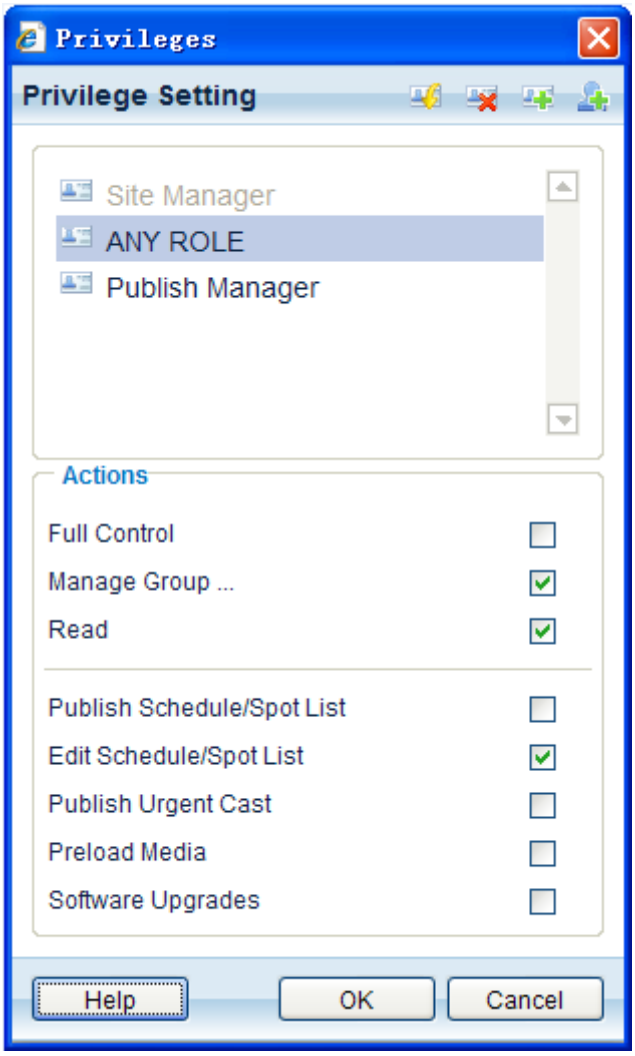


Figure 119

Check on an action to enable it, or check off an action to disable it.

For each role or account, there are action settings for it:

Action	Description
Full Control	Can do all the processions with the player group. When it is checked, all the other actions are checked.
Manage Group	Can add/remove players, create/remove groups in the child level, modify the group/folder's information, assign players(need both source and target group's privileges), set

	power management, etc.
Read	Can see this group in Content Manager. When it is unchecked, all the other actions are checked off.
Publish Schedule/Spot List	Can publish or preview Schedule/Spot List to current player group;
Edit Schedule/Spot List	Can edit schedule/Spot List for current player group;
Publish Urgent Cast	Can publish or preview Urgent Cast to current player group;
Preload Media	Can preload medias to the players in current player group;
Software Upgrades	Can update software for the players in current player group.

The buttons in the toolbar are:

Button	Description
Set as parent	Setting all the privilege setting as parent folder
Delete a role/account	Deleting the selected role or account.
Add a role	Adding a role in the privilege setting.
Add an account	Adding an account in the privilege setting.

Note	**The Site Manager role is the built-in role; it is listed in every node with full control privilege but cannot be edited or deleted.**

Note	**If an account is member of several roles, its privilege setting is the combine of privilege setting of these roles.**

Adding a role

1. Click to add roles to the list as shown in figure 120.

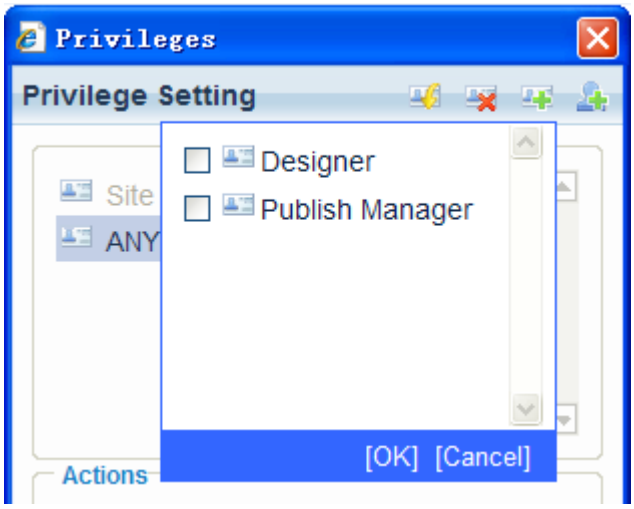


Figure 120

2. Select the roles and click **[OK]** button to add them.
3. Click **[Cancel]** button to close the dialog without adding any role.

Adding an account

1. Click to add an accounts to the list. Select accounts and click **[OK]** button as shown in figure 121.

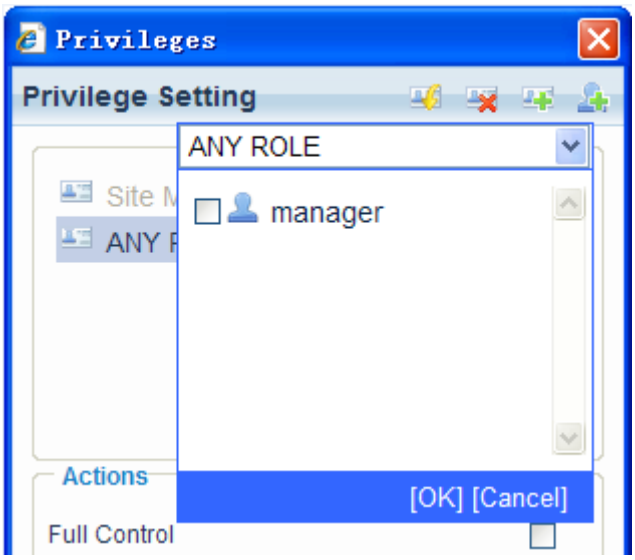


Figure 121

2. Click the drop menu to select a role to filter the accounts as shown in figure 122.

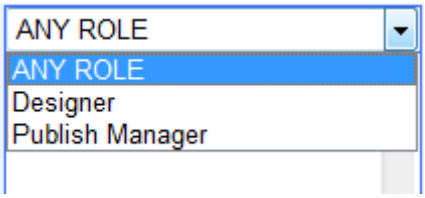


Figure 122

Deleting a role/account

1. Select a role/account and click to delete the selected role/account.
2. The selected role/account is deleted from current node.

Setting as parent

1. Click to set the privilege setting as parent folder.
2. All the roles/accounts will be inherited from parent folder.

An Example of Setting Privilege

For instance, there is a folder named **Airport**.

For an account Jack, he has **full control** privilege in folder Airport, He creates a new folder named **TowerA**, and the privilege on **TowerA** will inherit from Airport and have the same settings as its parent folder Airport.

If Jack's privilege on **TowerA** is changed to have only **read** privilege, then he can change the privilege settings on "Airport" but cannot change privilege settings on **TowerA**.

If Jack has **full control** privilege on **TowerA**, but has **no read privilege** on "Airport", then he cannot see the Airport even though he has full control privilege on it, because he cannot see the parent folder Airport, and then he cannot see the content under it.

Note	**Without read privilege, the player/group/media will not be shown in the pages, or they will be shown as "unreadable player" or "unreadable media", etc.**

Folders

Folders can be created to organize and order groups. Creating a folder can be done through the **Player Group** menu.

Creating a New Folder

To create a new folder, select the location by clicking on the target source.

1. In the **Group** column, select a target location; in the example that follows, Forte is the starting location.
2. Open the **New** tab found at the top of the screen and select **New Folder**.

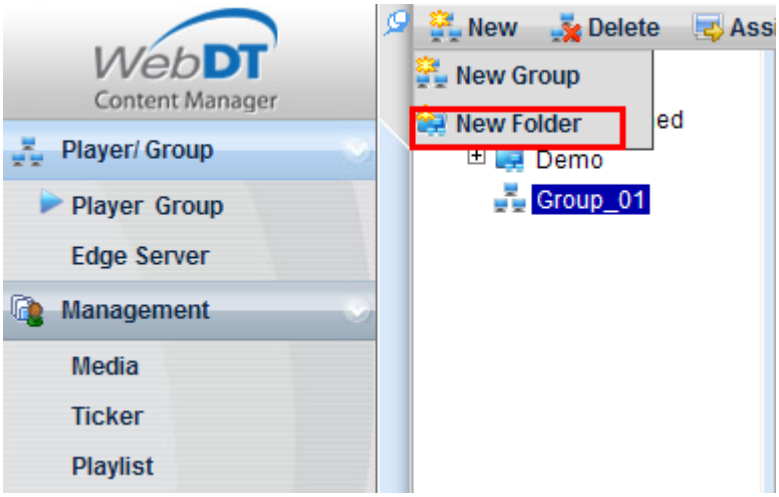


Figure 123

The **New Folder** window displays.

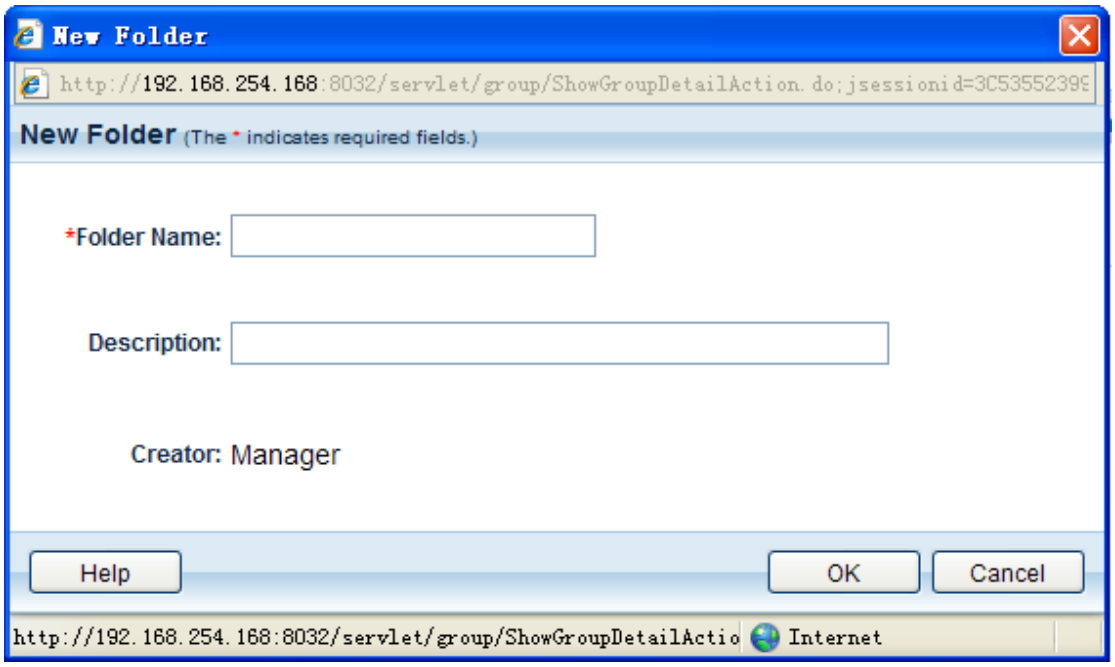


Figure 124

3. Fill in the **Folder Name** and **Description** fields.
4. Click **OK** to continue.

Deleting a Folder

To delete a folder:

Select the folder to delete.

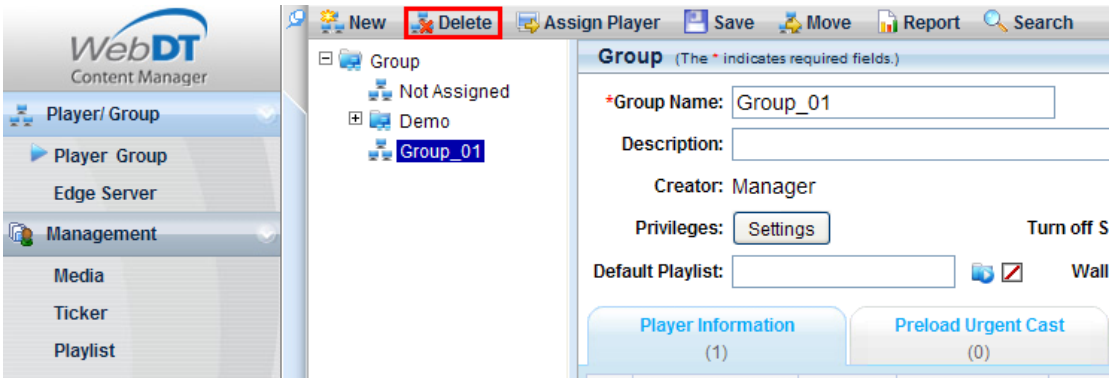


Figure 125

1. Click the **Delete** button.

2. A confirmation prompt displays, click **OK** to continue.

Moving a Folder

You can move a folder from one part of the **Player Group** tree to another by using the following **steps.**

Select the folder to move

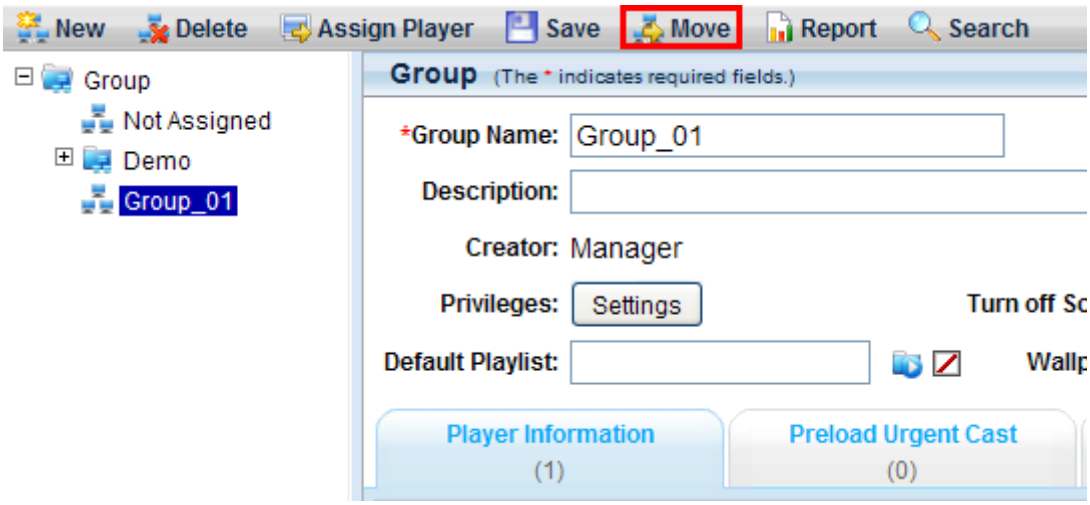


Figure 126

A **Move to Target Folder** window displays as shown in Figure 127.

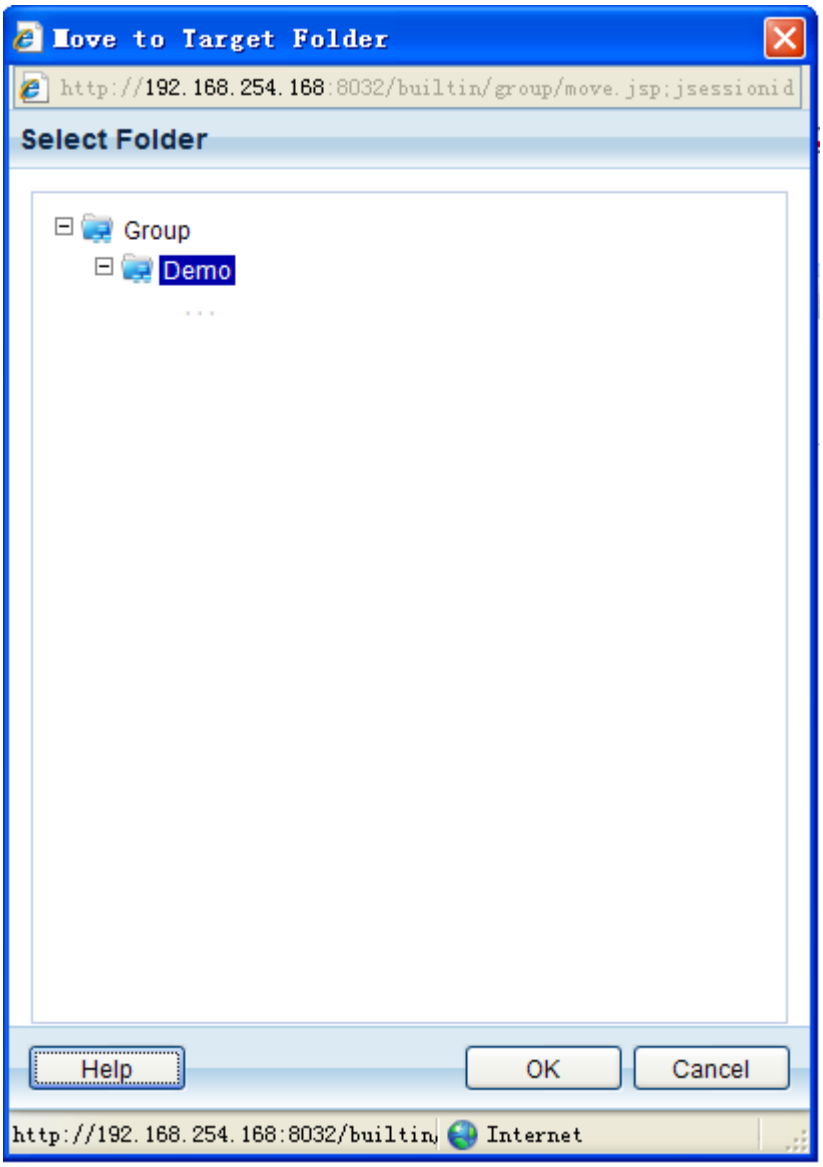


Figure 127

1. Select the destination folder.
2. Click **OK** to continue.

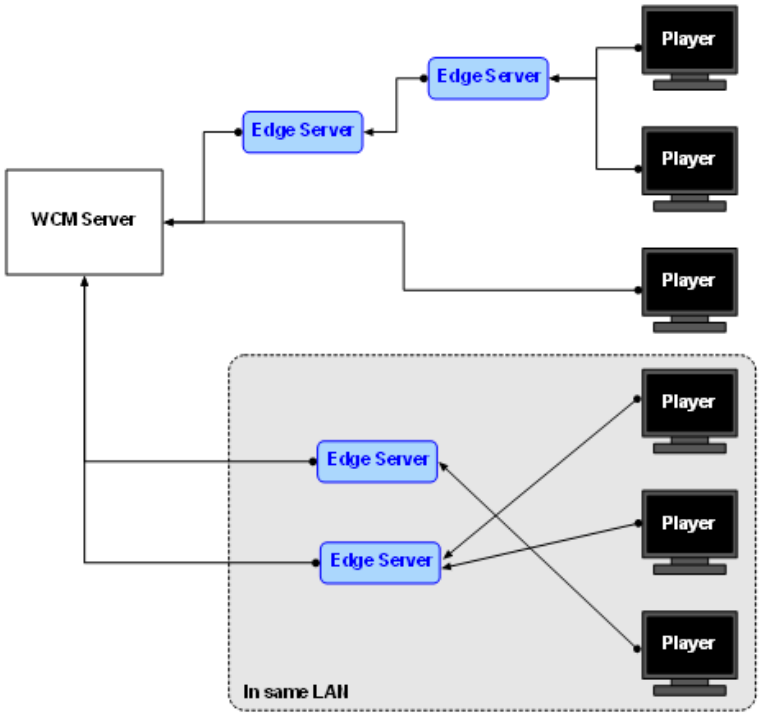


Figure 128

As more WebDT players are added to the existing Digital Signage Network, existing bandwidth and system resources can be overwhelmed. Increased latency in the uploading of content is another indication that resources need to be reconfigured or reallocated.

The WebDT Edge Server greatly resolves this problem by aggregating all connections. It lets administrators scale up or redistribute access to each WebDT player without dismantling their current deployment. Administrators can add additional WebDT Edge Servers; reallocate existing servers to match changes in the flow of traffic among different sites. For instance, if the remote site can only be configured with a cellular wireless connection; instead of having all WebDT players connect to the central WebDT Content Manager Server separately, players can be aggregated into a local area network, which can be served by a single WebDT Edge Server.

Enhanced security is another benefit. Instead of having thousands of player server connections, administrators only have to secure traffic between the WebDT Edge Servers and the WebDT Content Manager Server.

You can manage and access all Edge Server information from this centrally located menu screen.

Note	**The WebDT Edge Server is only offered preinstalled on a WebDT Signage Appliance. Please enquire through your local reseller or DT Research.**

Menu Elements

The following is a short description of the menu elements found in the Edge Server management menu.

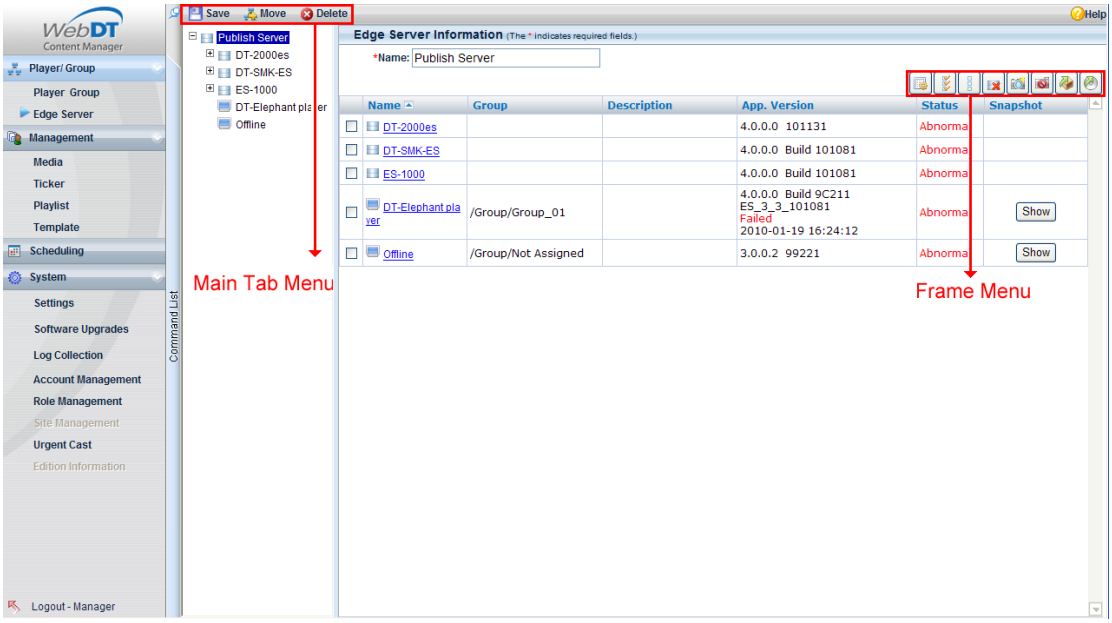


Figure 129

Main Tab Menu

The table that follows describes the **Main Tab** menu functions. Some functions are only available after selecting a player, group or both.

Icon	Menu	Description
	Save	Click to save after modifying any descriptive information.
	Move	Click to move an edge server from one folder location to another.

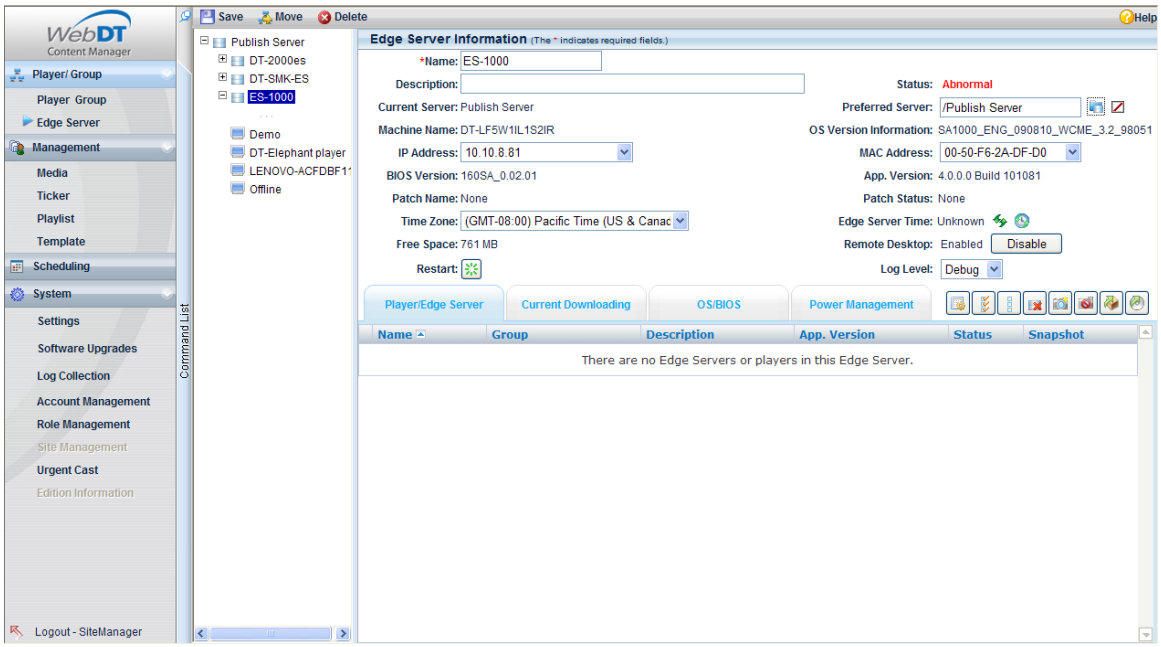
	Delete	Click to delete an edge server or a folder.

Frame Menu

The table that follows describes the **Frame** menu functions.

Icon	Menu	Description
	Log level	Click to set log level (**Normal** / **Debug**)
	Select All	Click to select all listed player(s).
	Clear All	Click to unselect all listed player(s).
	Delete Edge Server	Click to delete the selected Edge Server(s)
	Display Snapshot	Click to display the selected edge server's preview snapshot in the Edge Server Information frame.
	Hide Snapshot	Click to hide the selected player's preview snapshot in the Edge Server Information frame.
	Dispatch Patch	Click to select the target edge server(s), and set the time of release for the selected update(s).
	Update OS/BIOS	Click to select the target edge server(s), and set the time of release for the selected updates(s).

Edge Server Information



In the edge server window, edge servers and players will be listed in the left **Edge Servers** tree view. Edge Server information will be listed on the right section. Please refer to Updating Player Information to view detailed descriptions of each item.

Field	Description
Name	Enter a name to identify the Edge Server.
Description	Enter a brief description to identify the Edge Server others.
Status	Displays the status of the Edge Server, Normal or abnormal (For Display Only).
Current Server	Displays the designated server for this player.
Preferred Server	Change Preferred Server by click .and click to clear the setting. • The Preferred Server of **Edge Server** is a reference for player content downloading. If it has available value, current **Edge Server** download content from it, else, it will download content from **Publish Server** directly.

Machine Name	Displays the machine name.
OS Version Information	Displays the current version of the operating system in use.
IP Address	Displays the currently assigned IP address.
MAC Address	Displays the MAC address of the current player.
BIOS Version	Displays the current version of the BIOS in use.
App Version	Displays the current version of the application.
Patch Name	Displays the current name of the Patch
Patch Status	Displays the current status of the Patch
Time Zone	Displays the current assigned time zone for the player.
Edge Server Time	Synchronize time from the WCM Publish Server or Edge Server
Free Space	Displays the available amount of disk space in MB.
Remote Desktop	Enable or disable the remote desktop function on the player.
Restart	Click to restart the player system..
Log Level	Display and change the log level on the player.
Player/Edge Servers tab	Lists the players and Edge Servers under current Edge Server
Current Downloading tab	Lists the current downloading files on current Edge Server.
OS/BIOS tab	Lists the preloaded OS/BIOS on this Edge Server.
Power Management tab	Designate the specific startup/shutdown time of this edge server.

There are four tabs in the Edge Server Information page; Player/Edge Server, Current Downloading, OS/BIOS and Power Management Tab.

Player/Edge Servers Tab

In **Player /Edge Servers** information tab, all players under the selected edge server will be listed in the table.

Group information, App. Version and status of the player will be listed. A snapshot for each player will be displayed by clicking **Show** button on right column.

If there is a patch file or OS/BIOS update processing, the processing status will be displayed in the **App. Version** column.

Current Downloading

The Current Downloading tab lists currently downloaded files on this edge server as shown in Figure 130:

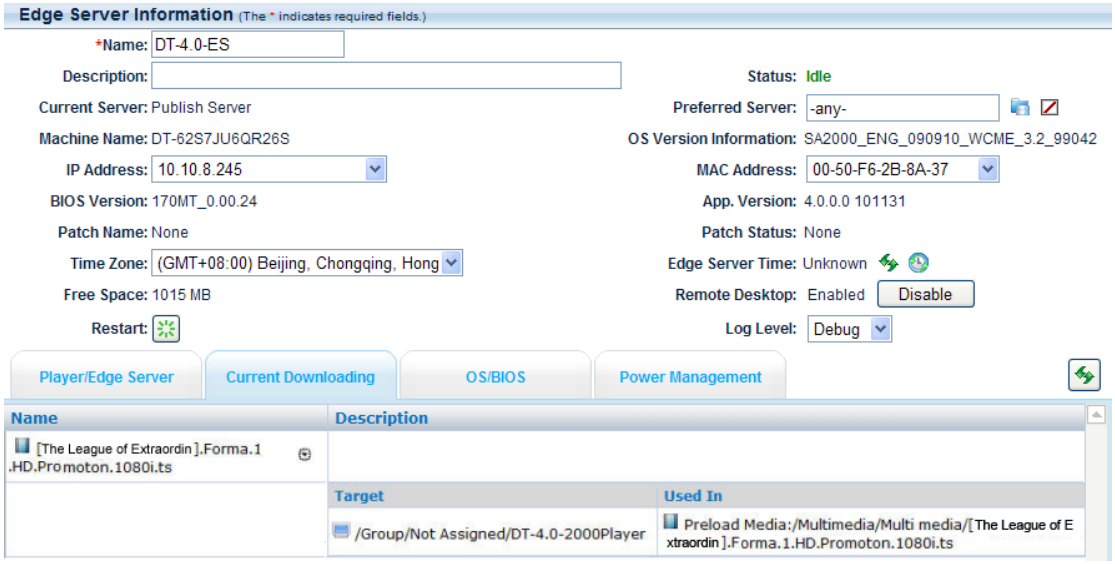


Figure 130

1. Click the **Current Downloading** Tab show the files which the edge server is downloading.

2. In the **Name** column show the sort files name.

3. Click to show more info in the **Description** column, and click to hide description info. The **Target** column show the group/player which are going to use the file in current downloading. The Used In column show the tasks which will use the file.

OS/BIOS Tab

The OS/BIOS tab lists preloaded OS/BIOS files on this edge server.

Power Management Tab

Power Management is used to designate the specific startup/shutdown time of available selected edge servers. This function is not available for all edge server versions.

1. Click the **Power Management** tab.

2. Check the day to be set a specific **Start Up** and **Shut Down** time.

3. Set **Start Up** time and **Shut Down** time at lower section.

4. Click **Apply** to apply the settings or click **Clear** to reset the time.

Dispatching Patches to Players/Edge Servers

1. In the **Player/Group** main menu, select **Edge Server.**
2. In the **Server** Column frame, select the Edge Server (ES-1000 is used in this example) to update.

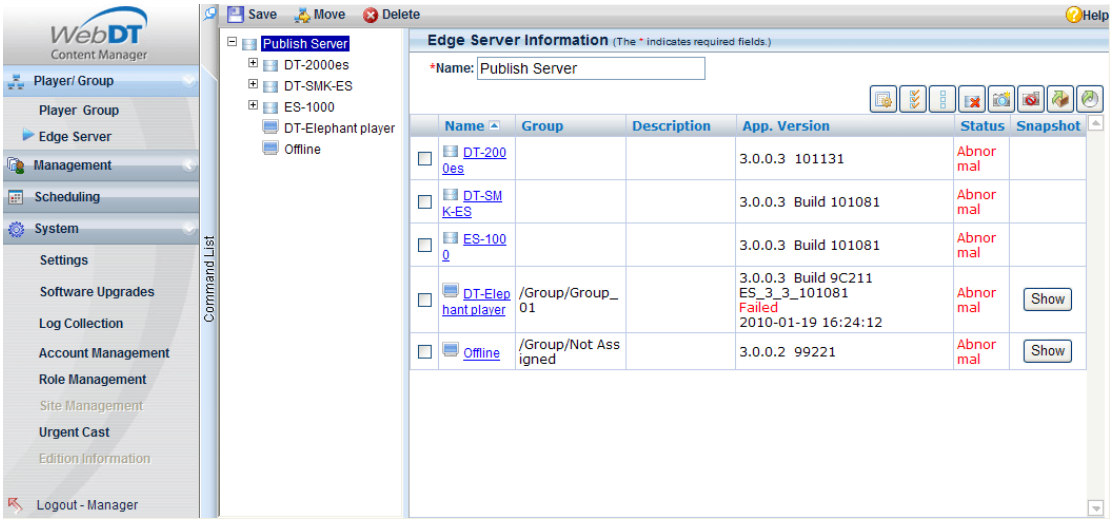


Figure 131

3. Click the Dispatch Patch ( ) icon.

The Dispatch to Edge Servers screen displays.

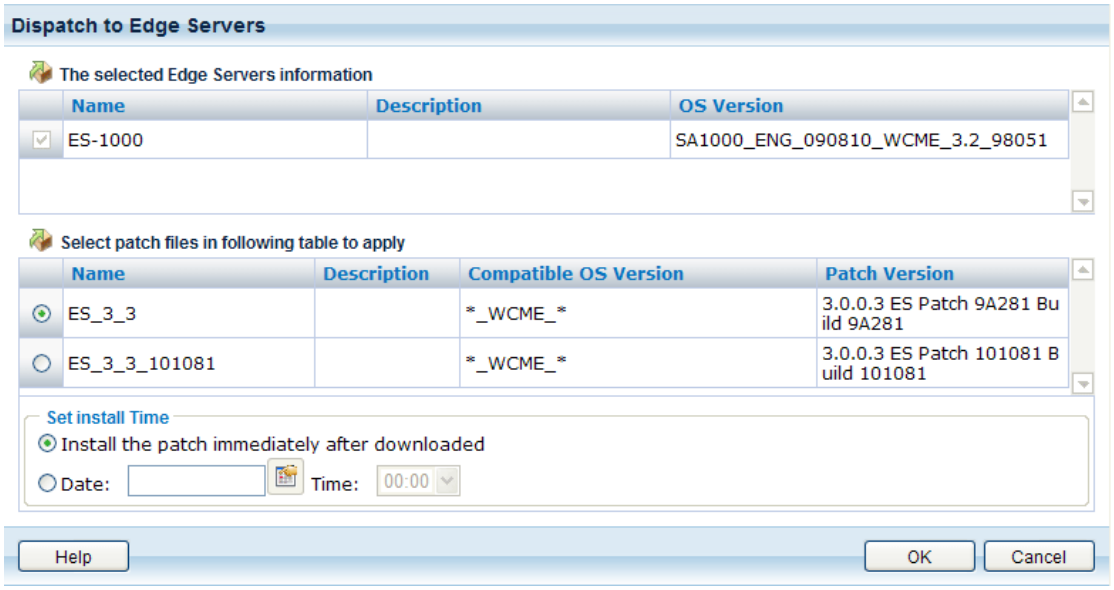


Figure 132

list of available patches is listed in the **Select patch files in following table to apply** frame.

4. Select the patch file to apply.
5. Select the installation time (default: immediately).
6. Click **OK** to dispatch.

Updating OS/BIOS for Edge Servers

1. In the Player/Group main menu, select Edge Server.
2. In the Server Column frame, select the Edge Server (ES-1000 is used in this example) to update.

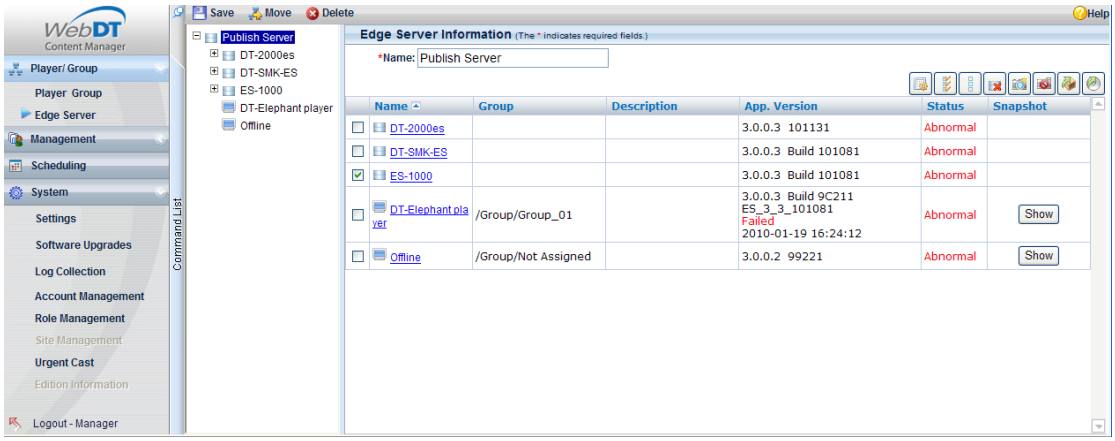


Figure 133

3. Click the OS/BIOS ( ) icon.

The **–Update Edge Servers** screen displays.

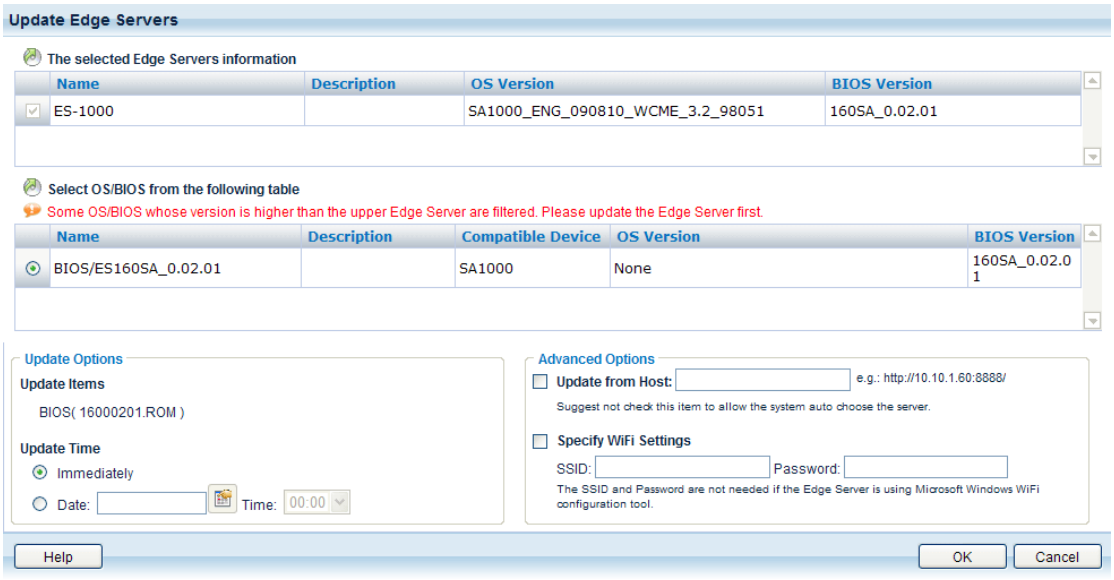


Figure 134

The selected Edge Server is displayed in the first row. A list of BIOS versions is displayed in the second row.

Note	**Only BIOS versions compatible with the Upper Edger Server are listed. If the latest BIOS version is not listed, your Upper Edge Server may need updating.**

4. Select the OS/BIOS from the table.
5. In the Update Options frame, select the Update Time (default: immediately).
6. In the Advanced Options frame, fill in the appropriate fields (Update from Host and Specify Wi-Fi Settings)

Note	**Do not check *Update from Host* if you prefer to use the Auto Update function.**

7. Click OK to continue.

Setting a Preferred Server

You can assign a preferred server to a player/Edge Server. Select the Player/Edge Server to modify and edit the information found in the Player Information frame.

1. Click on **Player/Group** | **Edge Server**.
2. In the **Edge Server** column, select the Player to update.

The Player Information screen displays.

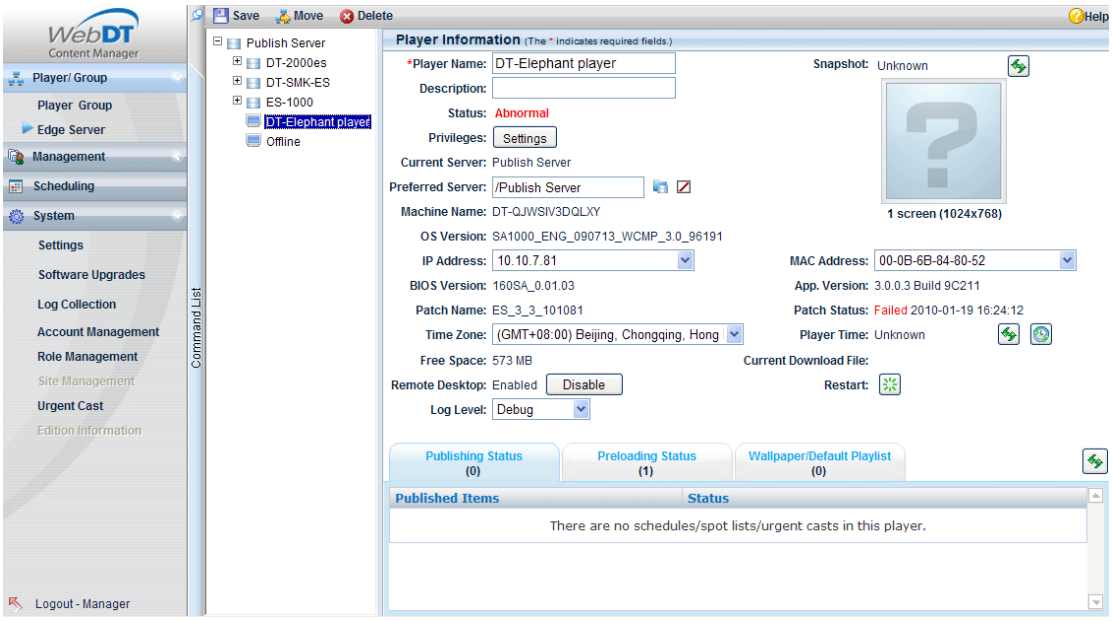


Figure 135

3. In the **Preferred Server** field, click the **Browse** ( ) icon.

The Select Server window displays.

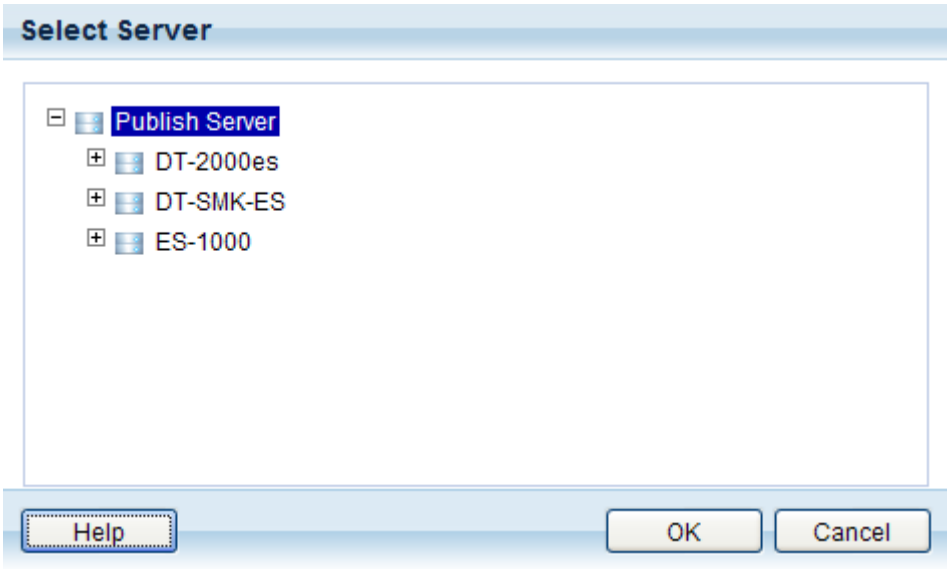


Figure 136

4. Select the Edge Server/Publish Server from the available list.
5. Click **OK**.

The new edge server is assigned.

Moving Edge Servers or Players to Target Servers

1. Click the **Move** button (

).
2. A **Move** window displays.
3. In the left-side column, select the source player(s) or edge server(s) to move.
4. In the right-side column, select the target Server to transfer the player/edge server.

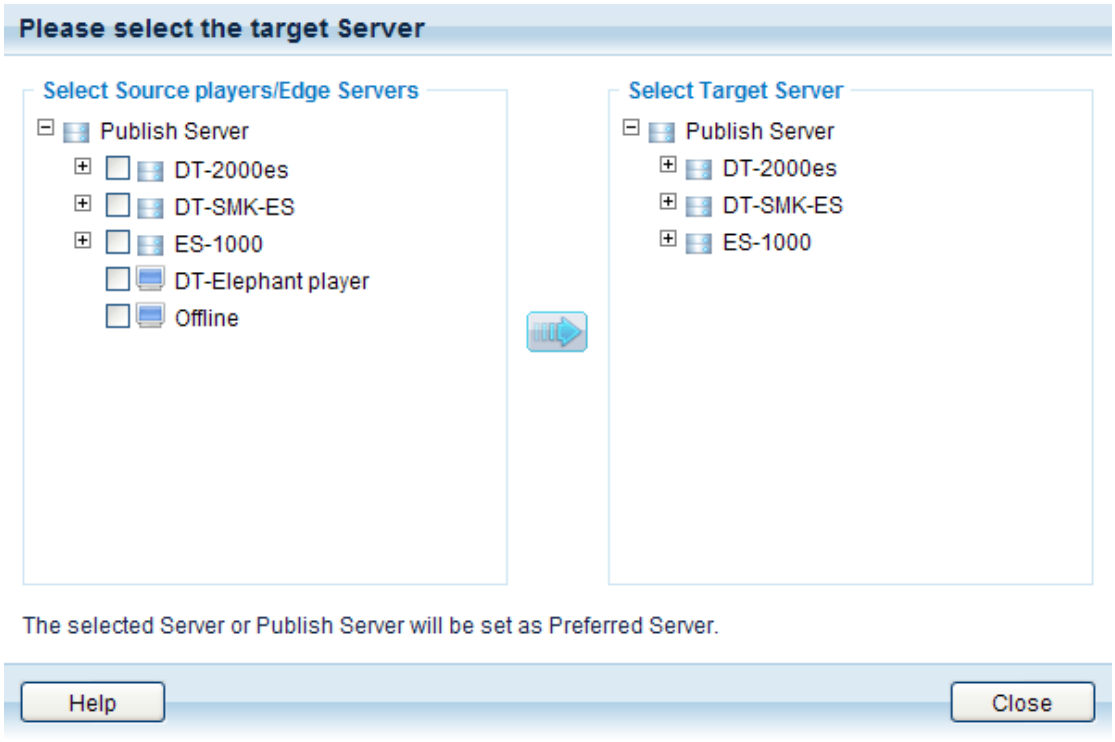


Figure 137

Note	**The target server will become the player's preferred source.**

5. Press the **Move** ( ) button.

The edge server or player is now associated with the new edge server.

Deleting an Edge Server

To delete an edge server from availability, click on the **Delete** button.

Note	**The players from a deleted edge server are automatically moved to the Publish Server.**

Chapter 4

Media Content Management

Within the **Management** section of **WebDT Content Manager**, users can upload and manage multimedia files, create and manage tickers, select templates or edit layouts, and define playlists that contain multimedia files and tickers. A playlist is the smallest playback unit to be arranged in schedule planning and played by players in a group.

In the **Management** section, there are four sub-sections; **Media**, **Ticker**, **Playlist**, and **Template**.

- Media: All the media files to be played on a player must be uploaded to WebDT Content Server first. When a player is scheduled to play a media file, it will be downloaded to the player for playback. In this sub-section, you can create media entries by uploading multimedia files.
- Ticker: A ticker is a scrolling line of text that appears on a specific zone on the displayed content. In this sub-section, you can create and manage tickers.
- Playlist: The list containing media and ticker events. You can create and manage playlists or combolists for playback scheduling.
- Template: You can select a desired layout from the built-in templates or create custom templates.

Media

In the **Media** sub-section, there are six pre-defined media folders- **Image**, **Audio**, **Multimedia**, **Real time video**, **Executable Application and TV Tuner**. In each folder, you can create sub-folders to save uploaded media files or select an input source. The **Executable Application** folder enables you to input the file path of executable applications already installed on a signage appliance/player as media content in a playlist. **WebDT Content Manager** supports the following media types and formats.

- Image
  - JPEG (.jpg, .jpeg)
  - BMP (.bmp)
  - PNG (.png)
  - TIFF (.tif, tiff)
  - GIF (.gif) – less than 2048 X 2048 pixels
  - TGA (.tga)
  - PCX (.pcx)
- Audio
  - MP3 (.mp3)
  - MP2 (.mp2)
  - Wave Audio (.wav)
  - Windows Media Audio (.wma)
  - MIDI (.midi, .mid)
  - RealNetworks Real Audio (.rmi)
  - Audio Interchange File Format (.aif)
  - AU (.au)
  - SND (.snd)
  - MP4 (.mp4)
  - Advanced Systems Format (.asf)
- Multimedia
  - Adobe Macromedia Flash (.swf)
  - MP4 (.mp4) (de-interlaced only)
  - MMS

- RTSP
- ZIP (Multi-file html site or flash site)
- Flash Video (.flv) (de-interlaced/progressive only)
- Microsoft PowerPoint (.ppt, .pps)
- MPEG1/2 (.mpe, .mpg, .mpeg) (de-interlaced/progressive only)
- Window Media Video (.wmv, .asf, asx) (de-interlaced/progressive only)
- AVI (.avi) (de-interlaced/progressive only)
- DVD Video (.vob) (de-interlaced/progressive only)
- Apple QuickTime (.mov) (de-interlaced/progressive only)
- mts/ts/mkv/m2ts
- HTML (.html, .htm) (Internet Explorer support required)

- Real Time S-video and Composite Video in NTSC or PAL (Available only on the SA2000)
- Executable Application (eg. VLC Player, Kiosk Application, etc)
- Executable Application Zip
- TV Tuner

Image and multimedia files are scaled to full screen size when played, with the exception of PowerPoint files. Follow the steps below to scale Power Point files manually:

To Scale PowerPoint files:

1. Open the PowerPoint file with Microsoft PowerPoint application.
2. Select **File**, **Page Setup** menu option.
3. Adjust the width/height of the slide to match the resolution of the display connected to the player.
4. Click **OK** and save the file.

Ensure that all fonts are properly embedded into the PowerPoint File:

1. After you have designed and created a presentation, use the **File | Save As** command from the main menu.

2. Above the list of files and to the right is the Tools menu option. Click it and choose **Save Options** from the drop-down list.
3. At the bottom of the **Save** tab is the **Font options** section for current documents only.
4. Check the **Embed fonts** in the file box.
5. Choose the embed option that embeds only the font information for the characters in your presentation, which saves file space.
6. Or embed the complete font, which is needed if you are sending the presentation to a colleague who will be making changes.
7. Click on **OK**.
8. Choose the filename and click on **OK** to save the file.
9. When you save the file again, the embed option will have been set. To verify, simply use the **Tools** | **Options** command and choose the **Save** tab. You will see the same dialog box that you saw in step 3.

Menu Elements

The following is a short description of the menu elements found in the **Media** management menus.

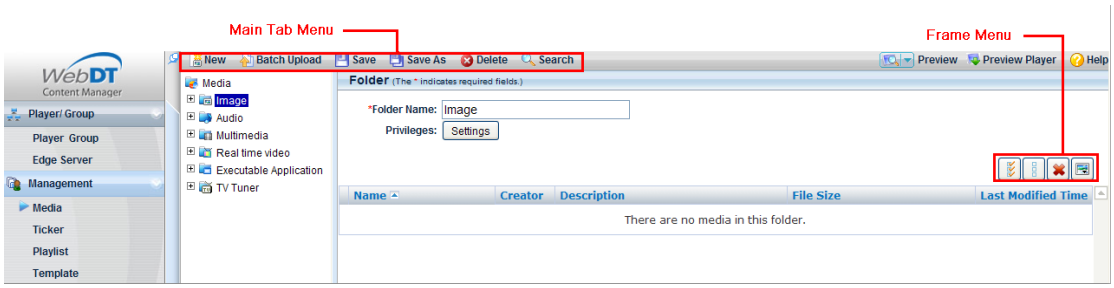
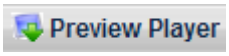


Figure 138

MAIN TAB MENU

The table that follows describes the **Main Tab** menu functions. Some functions are only available after selecting a player, group or both.

Icon	Menu	Description
	New Media	Create new media.

	New Folder	Create new folder.
	Batch Upload	Upload multiple media files in a single batch.
	Save	Saves media information.
	Save As	Saves media information under a different file name.
	Delete	Delete existing media listings./folder
	Search	Used to search for media content.
	Preview	Allows the sampling of selected media.
	**Download Preview Player**	Download the WebDT Preview Player installer.

FRAME MENU

The table that follows describes the **Frame** menu functions.

Icon	Menu	Description
	Select All	Click to select all listed media listings/folder(s)
	Clear All	Click to unselect all listed media listings/folder(s)
	Delete Media	Click to delete the selected media listings.
	View	Click to select the type of information to display for the folder: Detail (Default), Small or Large.

Note	**Some media files may have small variances compared to standard files. We strongly recommend you preview the content before publishing it to ensure the media plays correctly on the player.**

Creating a Folder

You can create folders to store media files for better media management.

To create a folder:

1. Select the destination for the sub-folder.
2. Click **New** and select the **New Folder** command.
3. Enter the name of the folder in **Folder Name** field.
4. Click

and set privileges for this folder.
5. Click **Save** to save the folder.

Adding Media to a Folder

After creating a folder, you can upload media files to the folder. New media can be uploaded either as physical files (this ultimately will be uploaded to the Content Manager Server) or by creating a reference to the media through a Uniform Resource Locator (URL). The address of a resource on the Internet begins with **http://** or **https://.**

Note	**The URL resources must be accessible by the WebDT player (SA series, DS series and MS series) either via the Intranet or Internet.** **The Duration column shows the duration of each media file. User can set duration in the media files page.**

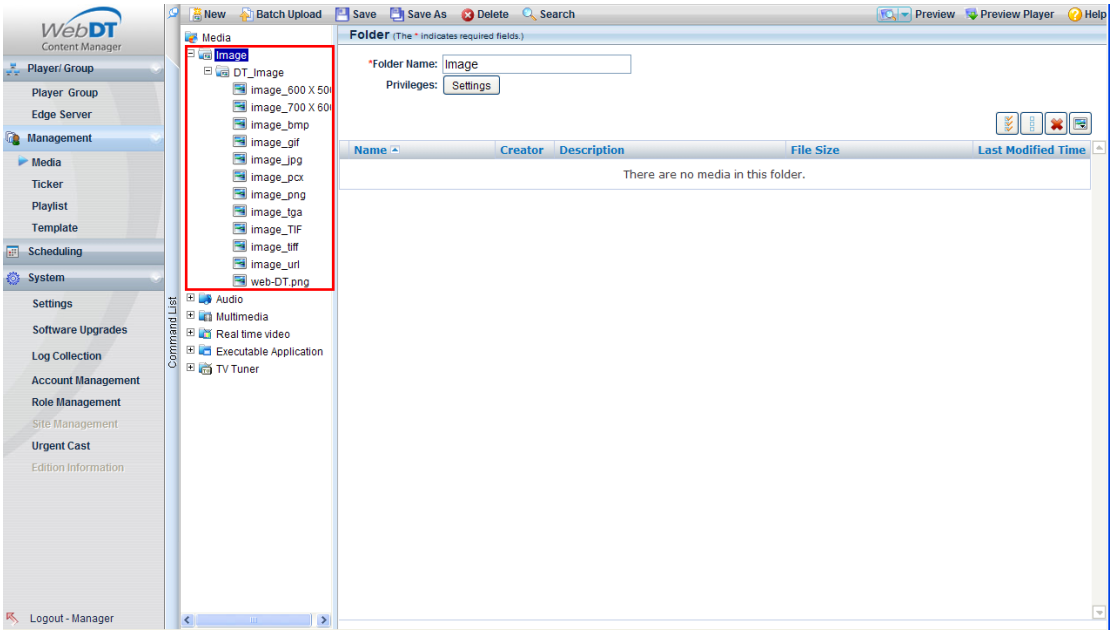


Figure 139

Depending on the media type to add, select a folder under the desired media type. For example, to add an image file, select a folder under the main **Image** folder. To add media to a folder, follow the steps below:

1. Select the location for the target media.
2. Click **New** and select the **New Media** command.
   The screen displays as seen in Figure 140.

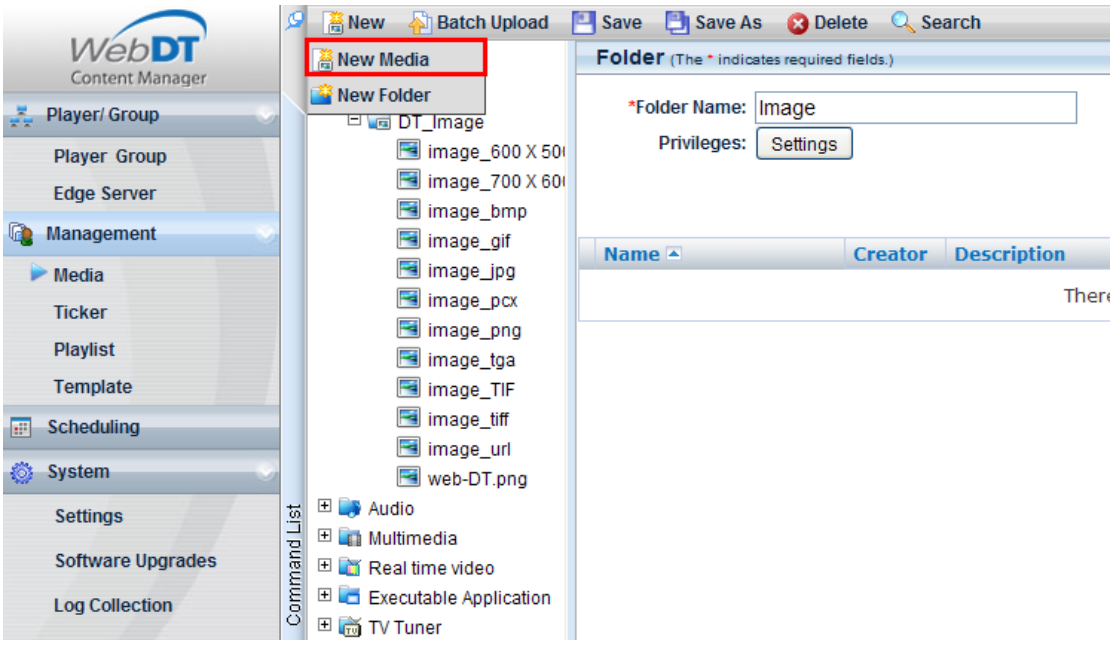


Figure 140

3. Enter a name for the media to be uploaded in the **Name** field.
4. If the type of media is video, real time video, audio, flash or video media the duration of the media (in seconds) is required. **WebDT Content Manager** automatically retrieves the duration period as found in the media, you can also change it by entering the desired number
5. Specially, if the type of media is video, the duration of the media can set to seconds and frames, as shown in figure 141.

Multimedia (The * indicates required fields.)
*Name: Multimedia_asx
Duration: 234 seconds 6 frames (234.25 seconds)
Description:
Width: 320 Height: 180
Creator: Manager
Privileges: Settings
File Size: 6.99 MB (7,328,819 Bytes)
Last Modified Time: 2010-01-13 06:55:18
Path in Player: %AppData%\DTRI\WebDT Signage Player\Library\media\00\00\00\2C.asx

Figure 141

Note	**The duration length must be greater than zero and less than 86,400 seconds.**

6. Enter a description for the media file in the **Description** field.
7. If you select a local file, click **Browse** and select the media file to be uploaded to the server.
8. If the media file is located on a remote server, enter the complete URL address beginning with **http://**, **https://**, or **mms://** (Microsoft Media Streaming is supported), or rtsp://.

Note	**If the media file added is real time video, the URL address must begin with mms:// or rtsp://.**

9. Click **Save** to save the media to the current folder or click **Save As** to save the media to a different location. The media file is uploaded to a **WebDT Content Manager Server**.

Note	**The privilege option is not shown until the new media is saved.**

After the media file is successfully updated, media file information, including Name, Duration, Description, Width, Height, File Size, Last Modified Time, Path in Player and Thumbnail will be displayed on the right section as shown in 0. Media content can be viewed by clicking the **Show Content** button. Only the image files display directly in thumbnail view. Other media formats are shown in a separate Internet Explorer window after clicking **Show Content**.

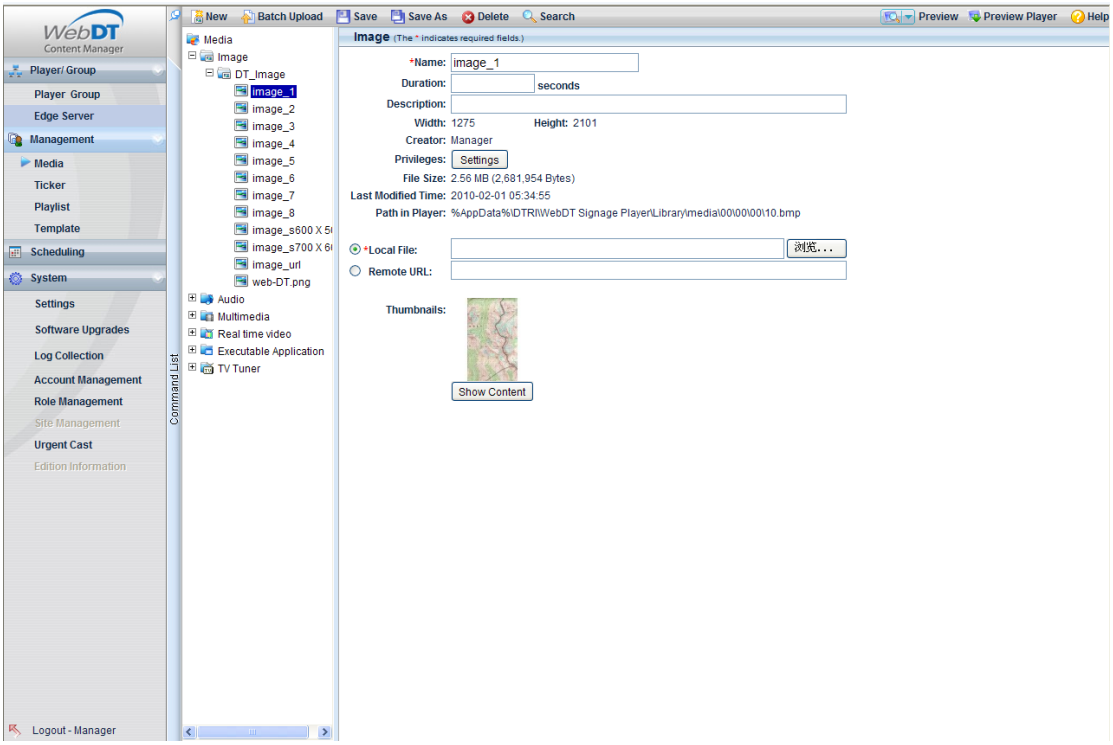


Figure 142

While changing duration of the media and clicking **Save**, a dialog screen will pop up to ask how you would like to update the media.

Select from the three options as shown in the below picture depending if you want to change the playlists that contain the media or not.

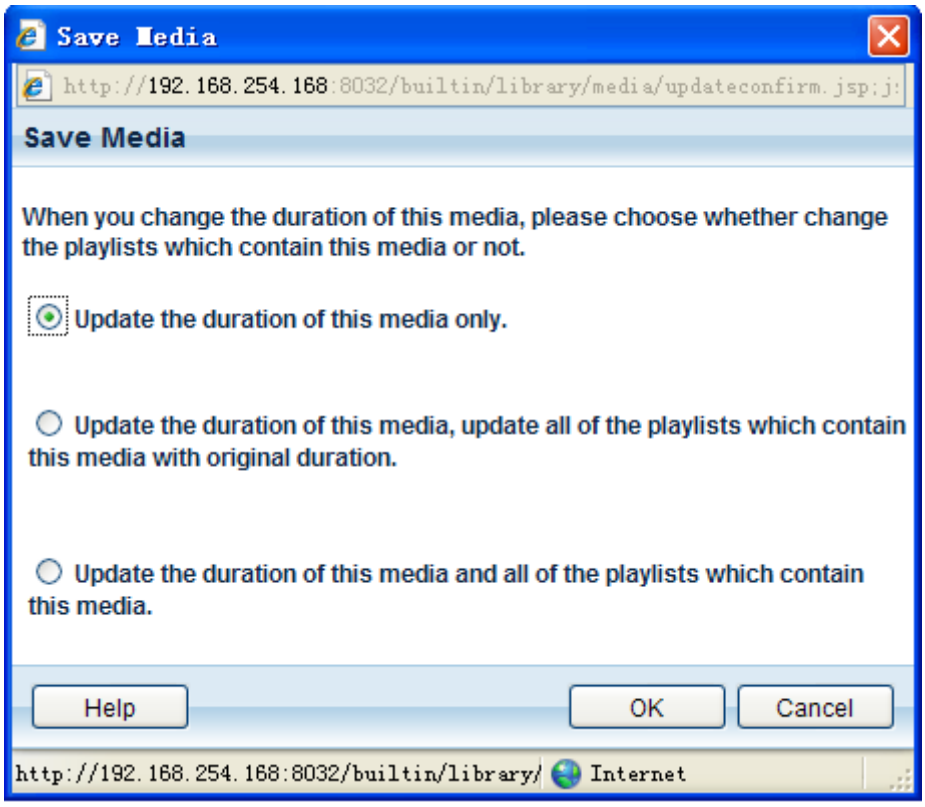

Save Media
http://192.168.254.168:8032/builtin/library/media/updateconfirm.jsp;j
Save Media
When you change the duration of this media, please choose whether change the playlists which contain this media or not.
Update the duration of this media only.
Update the duration of this media, update all of the playlists which contain this media with original duration.
Update the duration of this media and all of the playlists which contain this media.
Help
OK
Cancel
http://192.168.254.168:8032/builtin/library/
Internet

Figure 143

Saving Media to a New Location

1. In the Management | Media, select the media file to re-save.

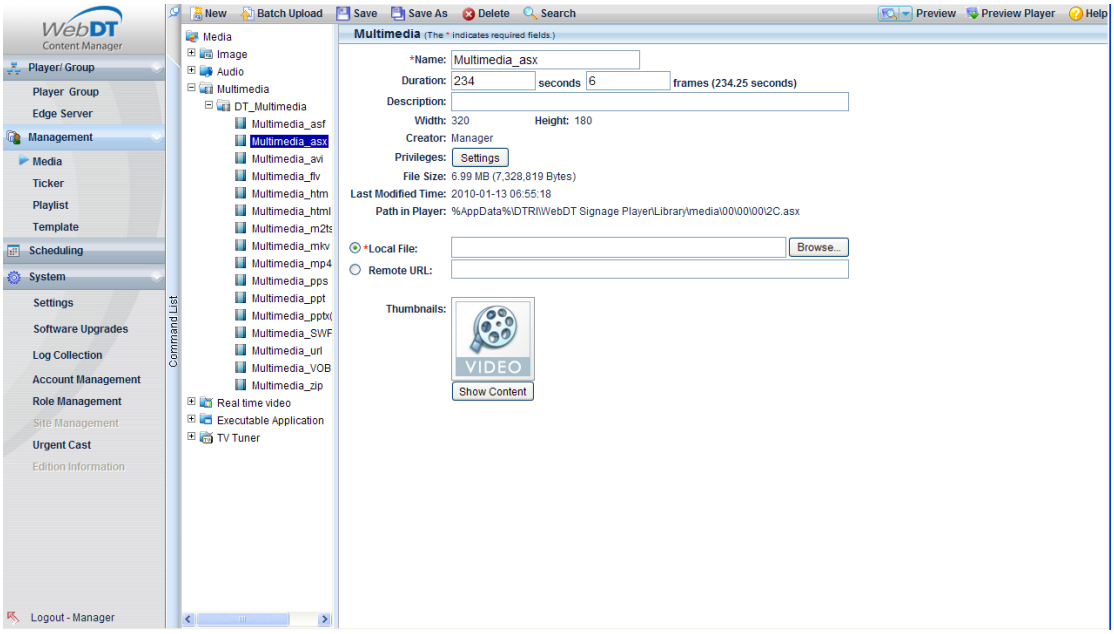


Figure 144

2. In the top menu bar, click **Save As**.

The Select a Media window displays.

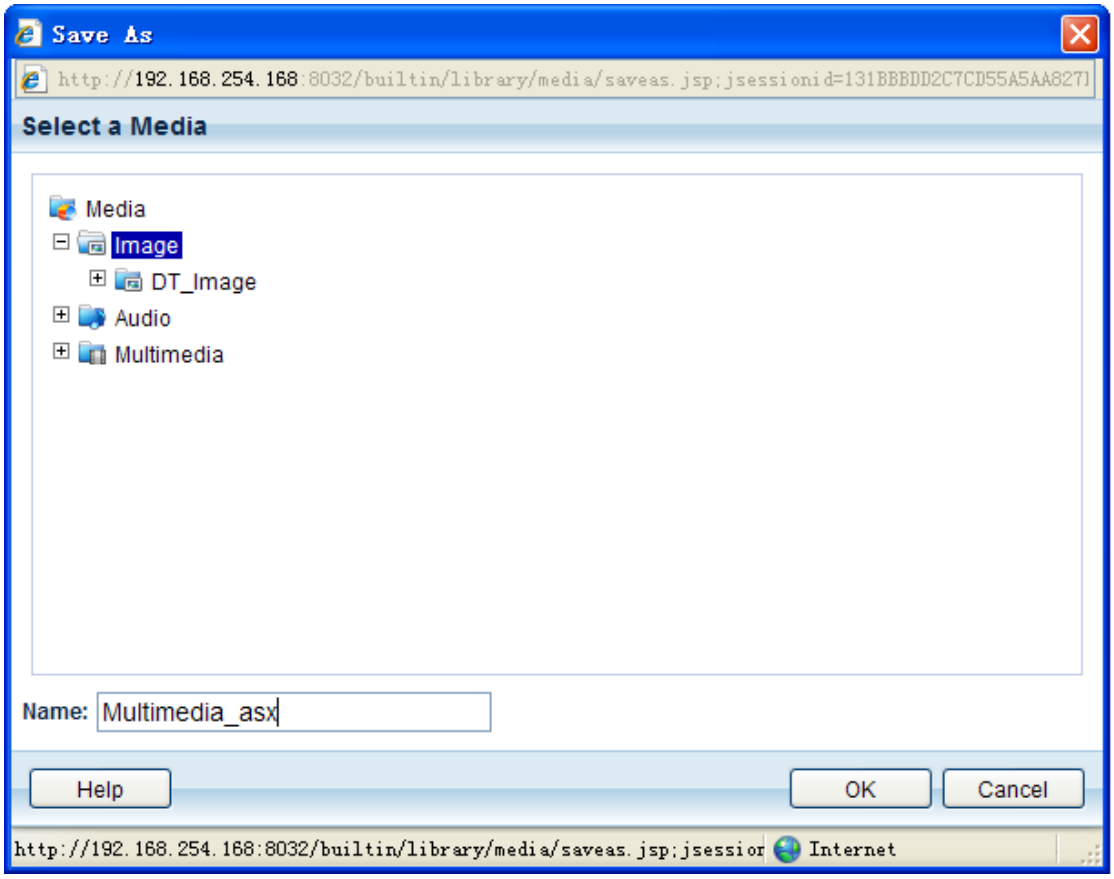


Figure 145

3. Select the correlating folder type, for example multimedia files are saved to the Multimedia folder.
4. Enter the new name in the **Name** field.
5. Click **OK**.

The new file name is re-saved under the selected folder

Adding Real Time Analog Video Feed

Note	**Real Time Analog Video Feed is not supported by all versions of WebDT player. Please check with your sales representative to confirm the availability of this feature.**

You can use the built-in real time video sources (with a fixed duration of 1800 seconds) or create your own video source input as seen in Figure 146.

Note	▪ **Ensure that you select the correct video broadcast signal available in your country, for example, NTSC for North America and PAL for most of Europe and Asia. If you are unsure, check the Internet for the broadcast signal available in your country.** ▪ **Although players support S-Video and Composite Video input ports, both formats cannot be scheduled and played at the same time.** ▪ **A 3 second delay between video-in sources is required to ensure the source is loaded successfully. For example, assuming you schedule an S-video input source to play from 10:00:00 to 10:30:00, a following scheduled Composite video input source must start after 10: 30:03.**

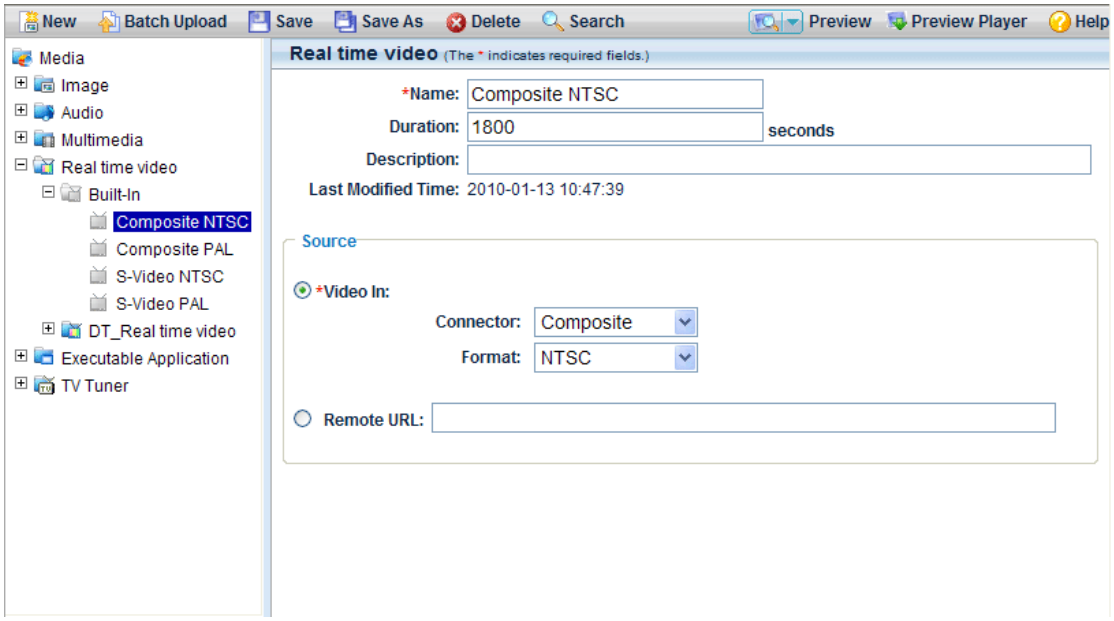


Figure 146

ADDING REAL TIME VIDEO

To add real time video from a built-in real time source to a folder, follow the steps below:

1. Select from the four built-in real time sources based on your input connector and source format.
2. Click **Save As** to save it to a different location.

CREATING REAL TIME VIDEO

To create a new real time video and save it to a folder, follow the steps below:

1. Click **New**.
2. Enter a name for the real time video in the **Name** field.
3. Enter the duration for the real time video (in seconds) in the Duration field.
4. Enter a description for the real time video in the **Description** field.
5. In the **Source** panel, select the **Video In Connector** from the drop-down menu:
   Composite or **S-video**.
6. Select the format from the drop-down menu:
   NTSC or **PAL**.
7. Click **Save** to save the real time video to the current folder or click **Save As** to save it to a different location.

ADDING MULTI-FILE CONTENTS

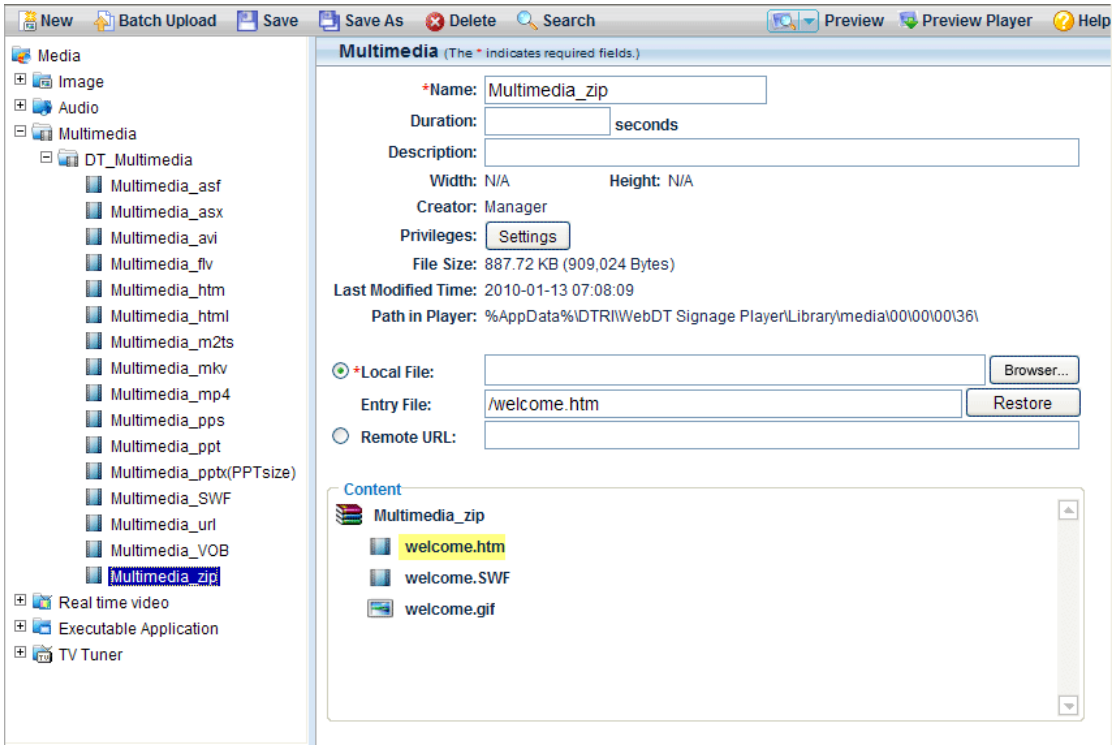


Figure 147

If a media content file needs to play with other media files, compress the target media files and name the package by using the name of the core media, for example: *filename*.zip (whereas *filename* is the name of your core media file).

After the player downloads the zip file from server, it will automatically expand & associate itself with these extra files.

This step can be applied with an HTML page or a Flash (.swf) application that references multiple sub-files.

Adding Executable Application Sources

You can add the path of an executable application already installed on your player as media content for your playlist as shown in figure 148 and figure 149.

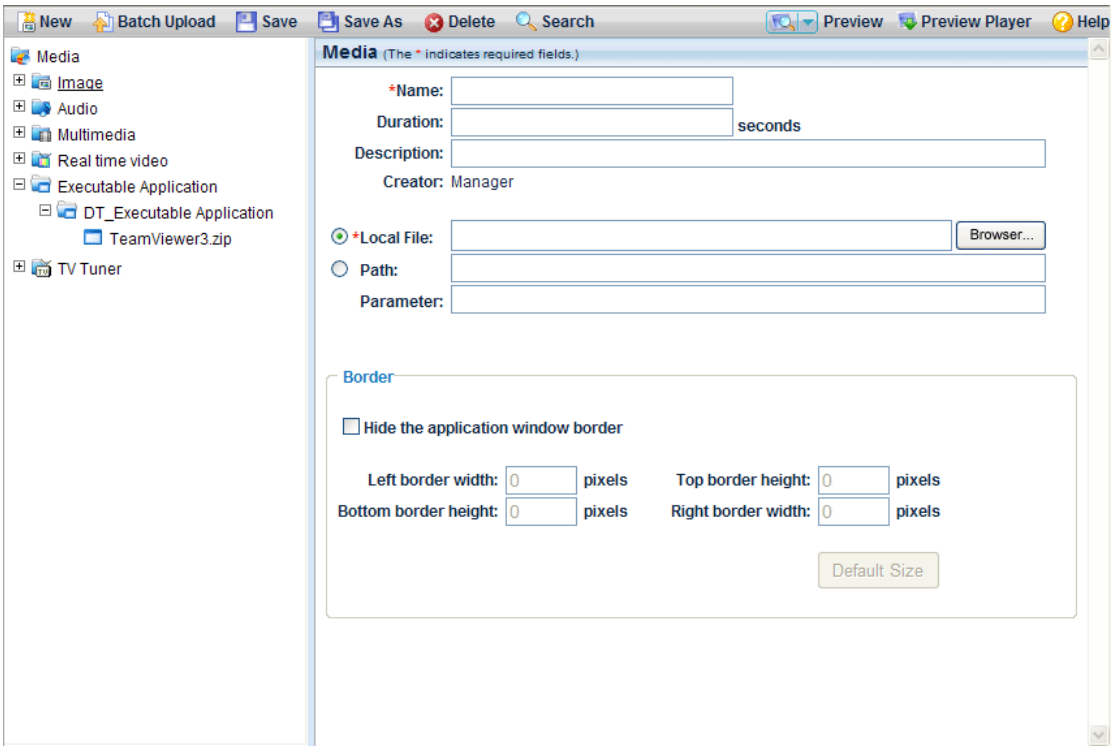


Figure 148

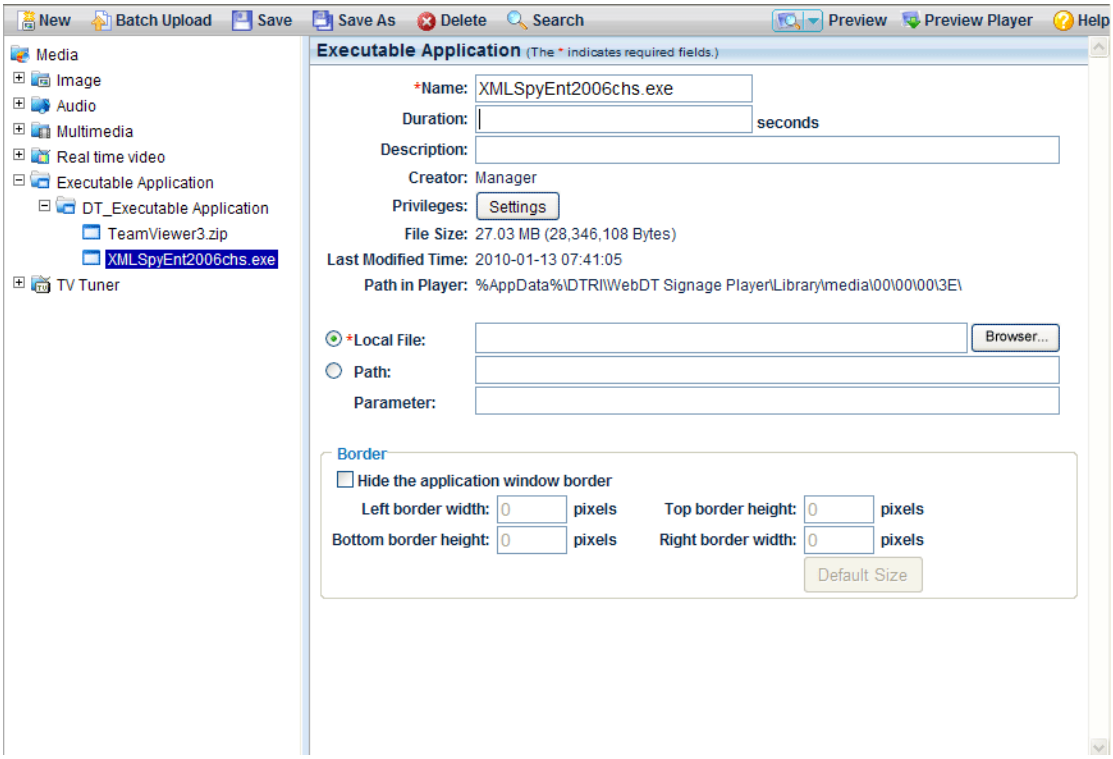


Figure 149

Note	▪ **The Executable Application should not be a full screen window or the top-most window.** ▪ **When you have added the source path of the executable application, you can preview the results on your preview player, but not through the Internet Explorer browser on your server.**
Note	**The Executable Application accepts the following messages sent from the server:** ▪ **WM_SIZE** ▪ **WM_MOVE** ▪ **WM_SHOWWINDOW** **You must design a template layout to fit your particular application–a full screen or customized size/position display requires a layout designed for that application. For example:** ▪ **If the application displays in full screen, use a full screen template.**

	▪ **If the application always displays in a set position or a particular size, design a template with a matching zone for the application.**

To add an executable application source, follow the steps below:

1. Click **New**.
2. Enter a name for the executable application in the **Name** field.
3. Enter the duration for the executable application (in seconds) in the **Duration** field.
4. Enter a description for the executable application in the Description field.
5. In the **Source** panel, input the absolute path of the executable application on the player in the **Path** field.
6. If the executable application window border should not be displayed, check the **Hide the application window border** check box. Enter the border width and height you want to hide at each side or click **Default Size** button to define the border size.

Border
Hide the application window border
Left border width: 0 pixels
Top border height: 0 pixels
Bottom border height: 0 pixels
Right border width: 0 pixels
Default Size

Figure 150

7. Click **Save** to save the executable application to the current folder or click **Save As** to save it to an alternate location.

UPLOADING AN EXECUTABLE APPLICATION

To upload an application, follow the steps below:

1. Click **New Media**.
2. Enter a name for the executable application in the **Name** field.
3. Enter the duration for the executable application (in seconds) in the **Duration** field.
4. Enter a description for the executable application in the Description field.
5. Select from the two radio buttons:

a. Import from Local file or input a path where you want to upload the application from as seen in Figure 151.

b. If the uploaded application is a zip file, select an entry file to initialize the application playback. (If no entry file is selected, any file with .exe extension will be selected as entry file. Otherwise, the first file will be set as entry file in default. The entry file has to be executable or it will fail to play.)

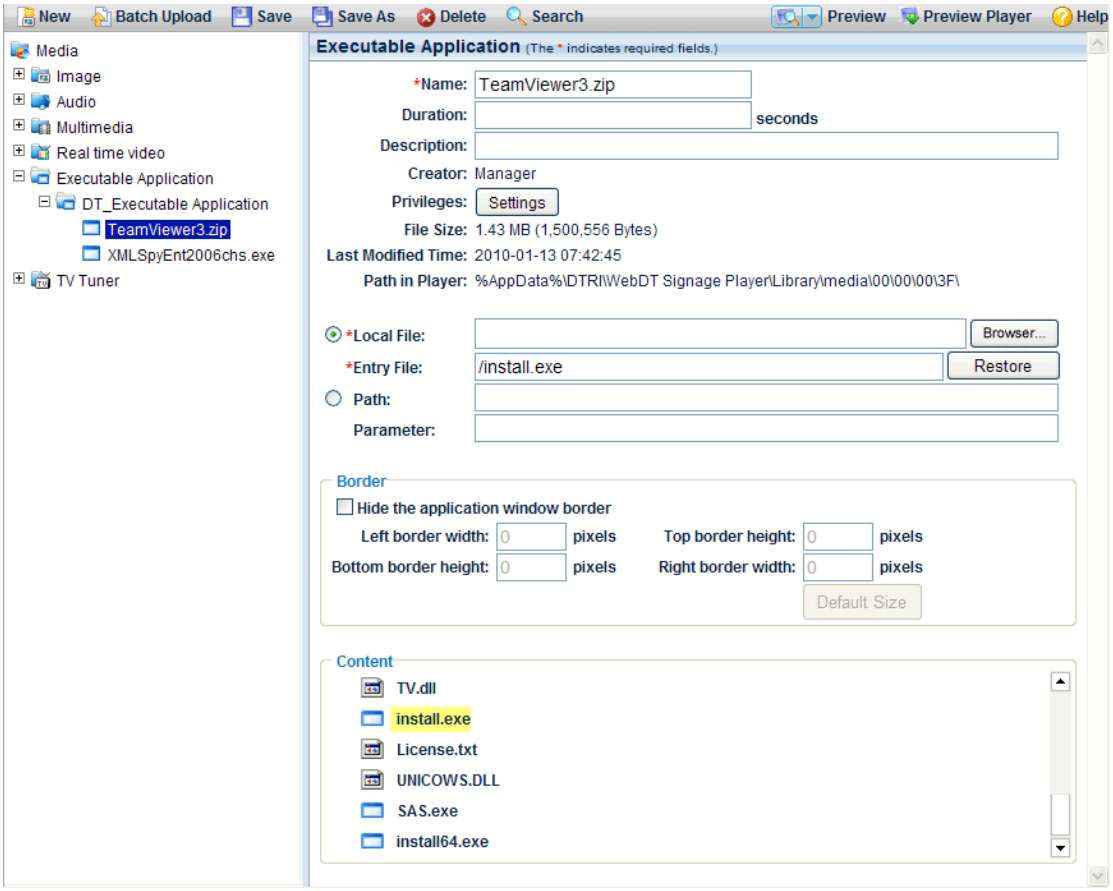


Figure 151

Adding TV Program Signal

You can import TV signals as media content for your player(s) using the TV Tuner USB adapter as shown in Figure 152.

The TV Tuner supports 3 types of signals: TV (digital or analog), S-Video and A/V composite input.

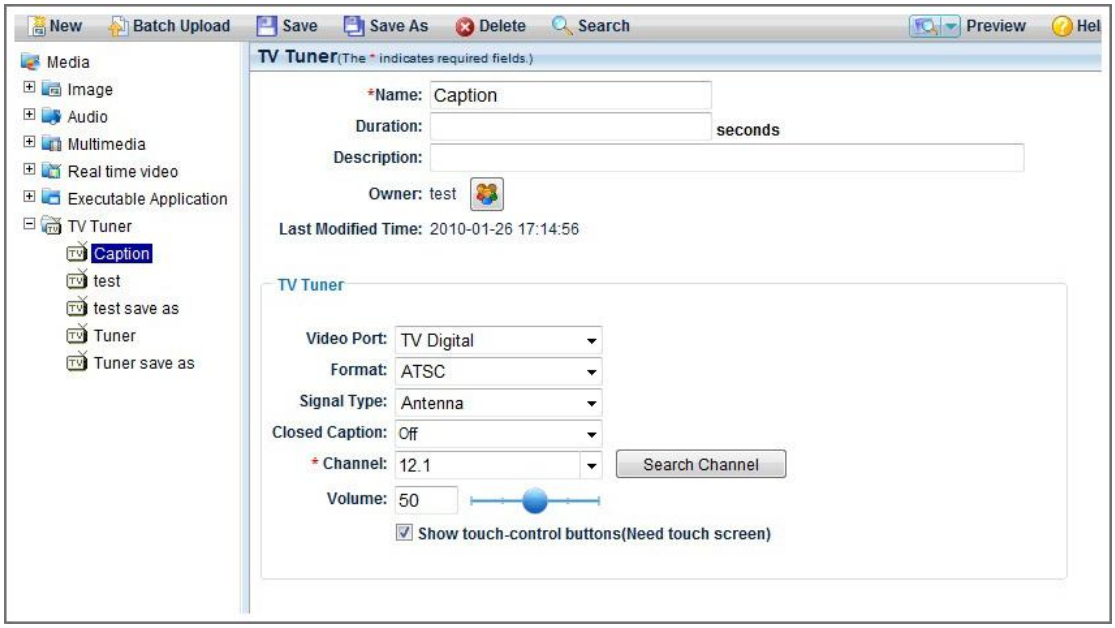


Figure 152

Follow the steps below to add TV program content to your player:

1. In Media/TV Tuner, click **New**.
2. Enter a name for the TV Tuner in the **Name** field.
3. Enter the duration for the TV Tuner signal (in seconds) in the **Duration** field.
4. Enter the description for the TV Tuner signal in the **Description** field.
5. In the **TV Tuner** panel, select the **Video Port** from the drop-down menu to determine what type of TV signal you are getting.

    a) There are 4 options: TV Digital, TV Analog, S-Video, Composite Input (A/V)

Note	**When selecting TV Digital or TV Analog, you will have the Channel and Volume options available.**
Note	**When selecting S-Video or Composite Input, you will have only the Volume option available.**

6. Select **Format** based on the video port, from the drop-down menu: **NTSC, PAL, ATSC**, etc.
7. Select **Closed Caption** to hide or display caption.
8. Select **Signal Type** from the drop-down menu.

9. Enter your desired volume (0-100) for the TV signal in the **Volume** field. You can also use the slide bar to adjust the volume.

Note	**If you enter the volume number outside the range (0-100), an error message will appear and the number will go back to the last number you have entered.**

CHANNEL OPTION

The Channel option is used to define the channel when selecting TV Digital or TV Analog for your video port. You can select a channel from the drop-down menu or input a channel number, as shown in Figure 153.

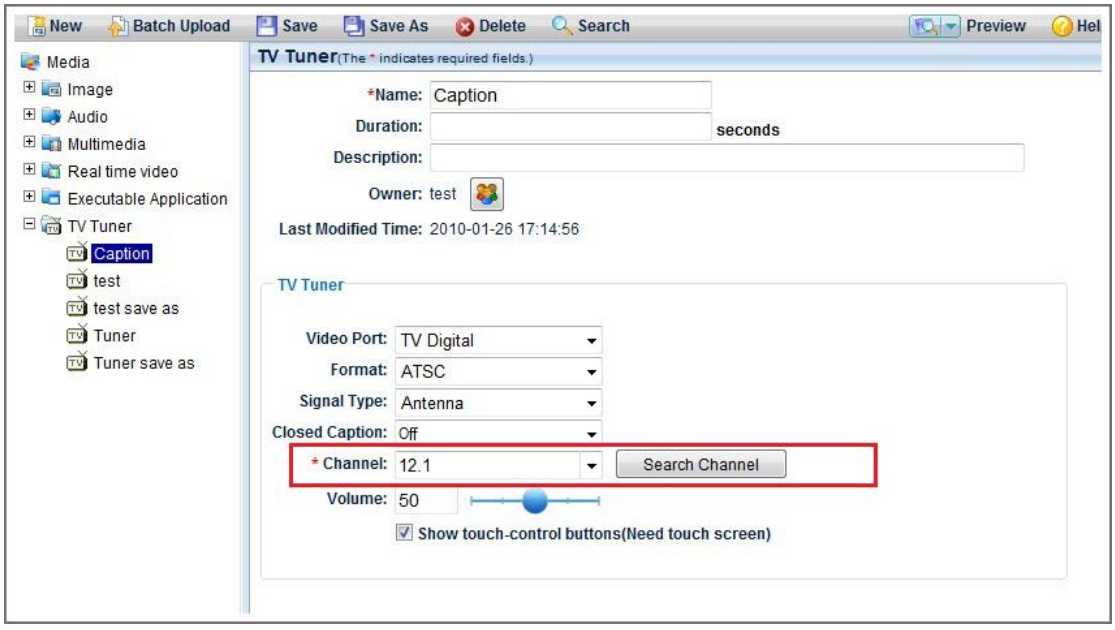


Figure 153

SEARCH CHANNEL

You can use Search Channel to get the available channel list. The Channel drop-down menu is blank before you search channels.

How to use Search Channel:

1. Click the Search Channel button.

2. A dialog box appears for you to select a player to search channels, as shown in Figure 154.

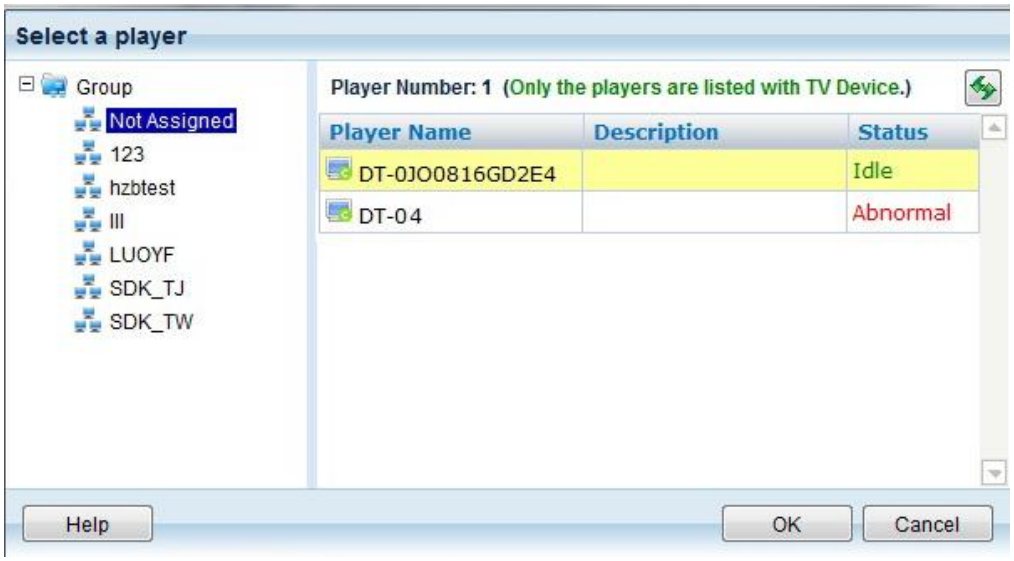


Figure 154

3. Under Group, select a group. In the right, you can find all the players within this group which have been detected with a TV tuner.

   a) Click the **Refresh** button in the upper right to find additional players with a TV tuner.

   b) Only players with a TV tuner are listed in the right.

   c) Those players which have already been searched for channels are shown with the icon ; Those players which have not been searched are with .

Note	**When a TV tuner is inserted into a player, it will search all the channels automatically and report the status after finishing the search.**

4. Once a player has been detected with a TV tuner, it is listed even if the TV tuner device is not plugged in. If you use this player to search for channels, you will get this error message: “Cannot find the TV Tuner on the selected player.” as shown in Figure 155. To fix this issue, simply check your player to ensure the TV tuner is plugged into your player and then restart the player.

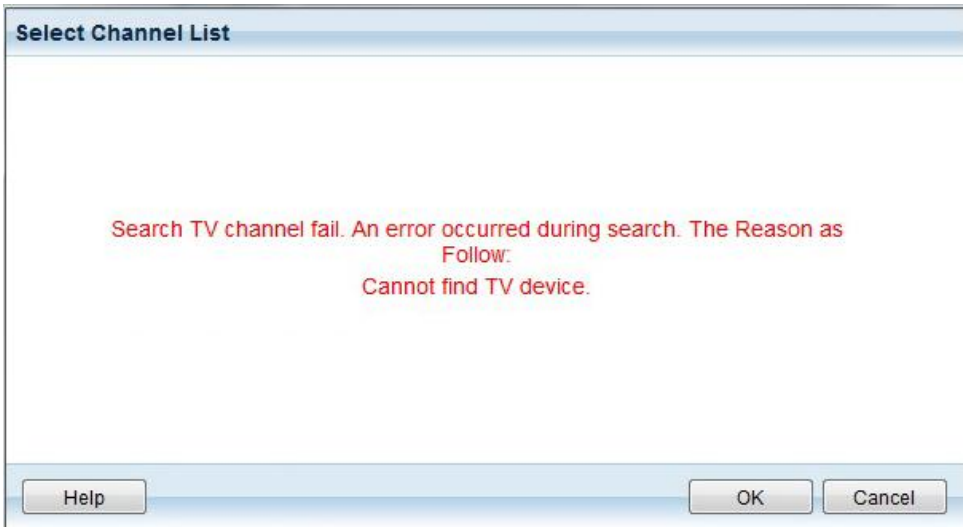


Figure 155

5. Select a player detected with a TV tuner to search for a channel and click **OK** as shown in Figure 156.

a) The Search Channel progress starts: Please wait…

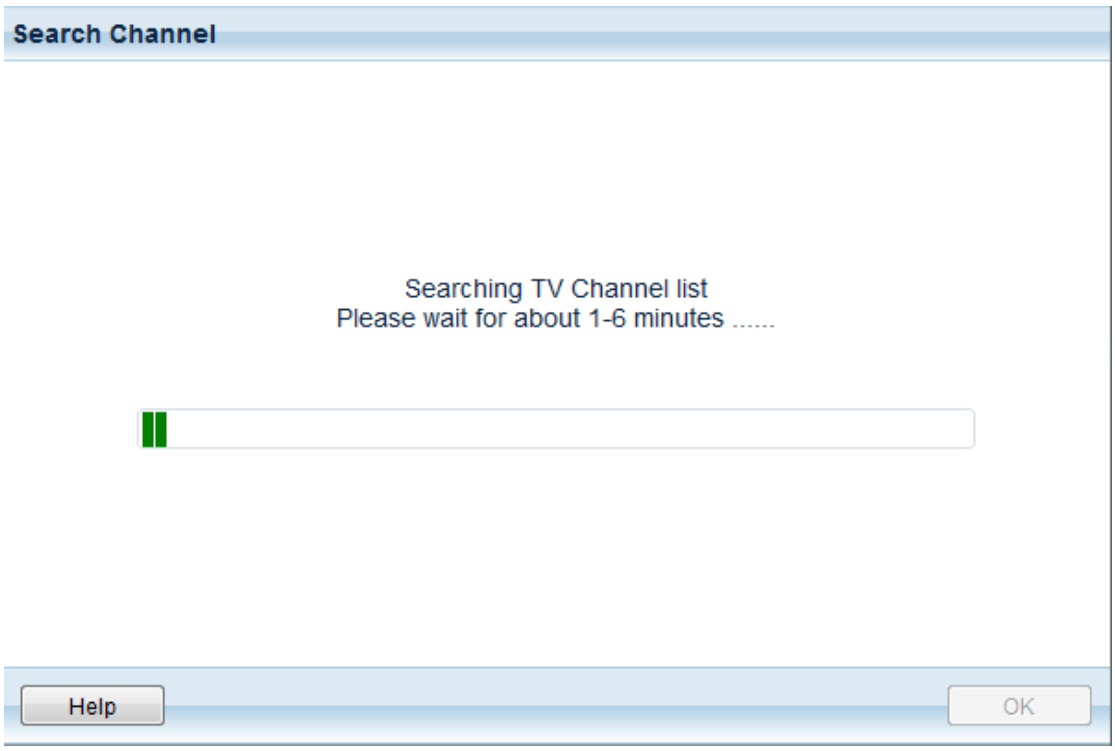


Figure 156

b) After the search finishes, the search record will be saved as the

channel list of the selected player.

If the selected player has already been searched for channels, a message will appear as in Figure 156. You can choose “Use the player channel list which has been searched before” to use the existing channel list in the player from the drop-down menu, or you can click “Force the player to search the channel again”. The new search record will replace the previous one in the player.

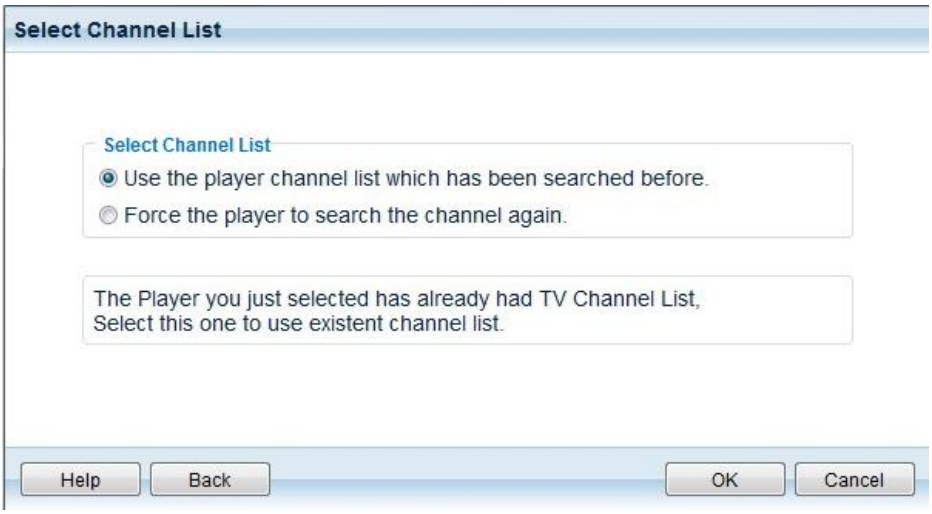

Select Channel List
Select Channel List
Use the player channel list which has been searched before.
Force the player to search the channel again.
The Player you just selected has already had TV Channel List,
Select this one to use existent channel list.
Help
Back
OK
Cancel

Figure 157

6. A channel list with description will appear in the Channel dropdown menu as shown in Figure 158:

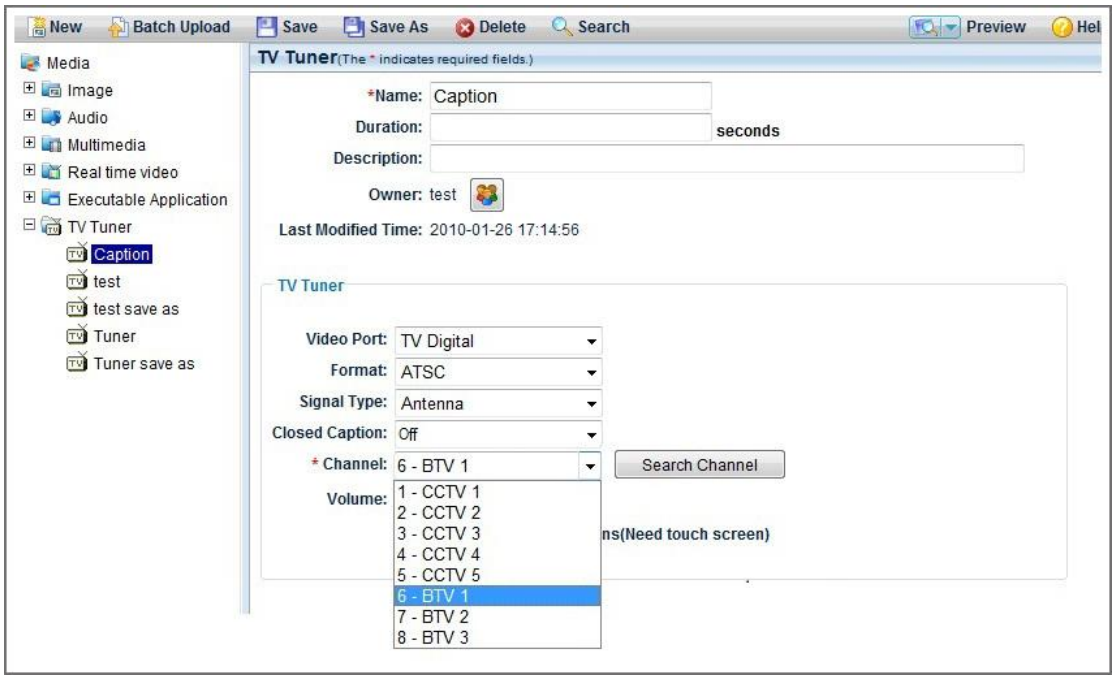


Figure 158

7. You can select one channel in the dropdown menu, or search the channels again.

8. WCM records the TV frequency of the channel you have selected in the dropdown menu. When the media content is played, it will receive the frequency and match the real TV channel to play the TV program content on the player.

CONTROL TV PROGRAM AT PLAYER SIDE

The TV Tuner media content is played in the playlist zone, like the other types of media content. When you tick “Show touch-control buttons” check box as shown in Figure 159, you enable the **Touch Buttons** feature on the screen so that you can select channels and adjust volume by touching the screen while playing the TV media content.

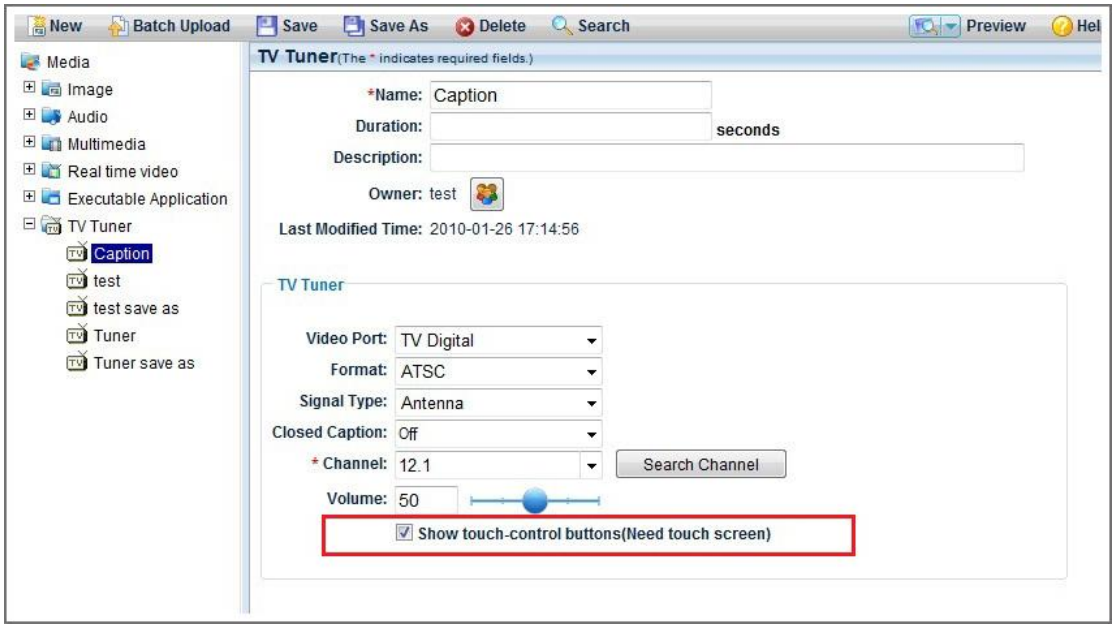


Figure 159

Note	**A touch screen is required for this feature.**

USE TOUCH-CONTROL BUTTONS AT PLAYER SIDE

1. When you check on “Show touch-control buttons”, an icon button will appear in the right bottom corner of the zone as shown in Figure 160:

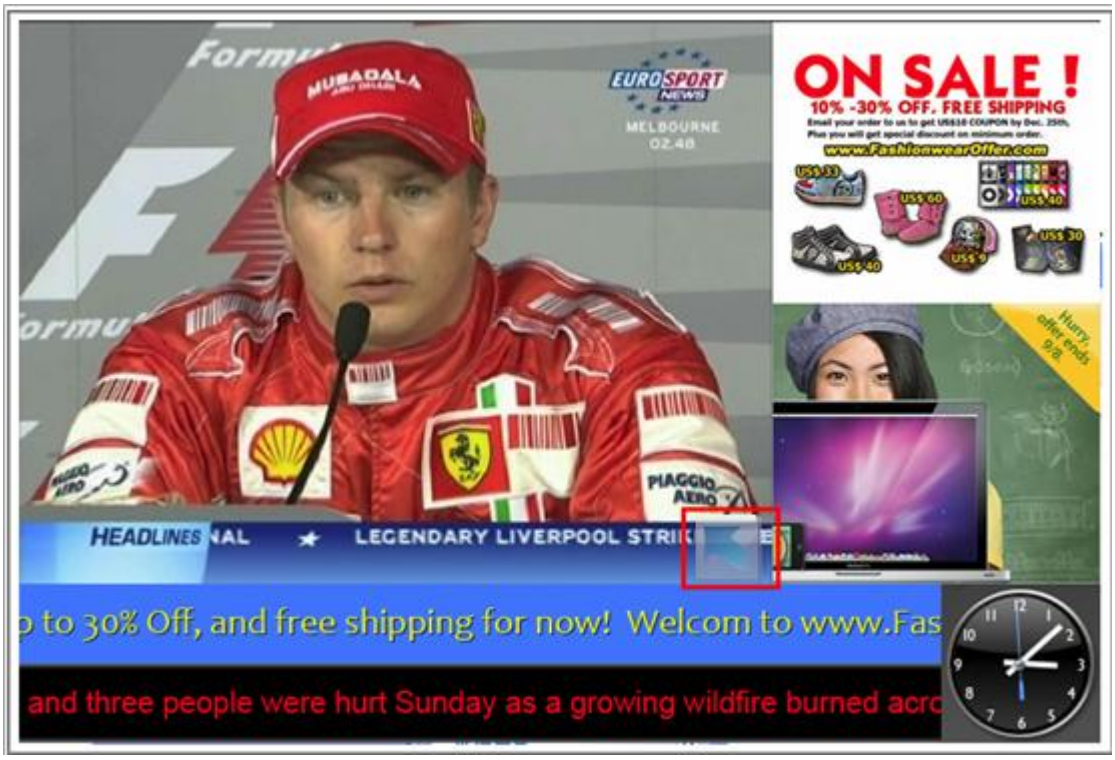


Figure 160

2. When you touch the TV Tuner zone or on the icon button, the touchable buttons will appear as shown in Figure 161.

Figure 161

3. You can use these buttons to change channels and adjust volume;

   a) Click on the Volume button (up or down) and the volume will change by 1 digit.

   b) Click on the Channel button (up or down), the channel will change by 1 channel.

   c) Hold on the Volume button (up or down) for 1 second, the volume will change at about 10 digits per second.

   d) Hold on the Channel button (up or down) for 1 second, the channel will change at about 10 channels per second.

   e) Only the channel searched in the player will be available for selection. For example, you have a channel list with Channel 1, 3, and 5; when you press Channel Up from Channel 1, it will go to Channel 3.

   f) The channels change in a loop. For example, with the same channel list, when you press Channel Up from Channel 5, it will go to Channel 1.

   g) The current channel and volume are displayed in the panel.

4. The panel will disappear after 10 seconds if you do not use this feature. Instead, the icon button will appear on the screen.

Batch Uploading

New media can also be batch uploaded to **WebDT Content Manager**. If you have multiple media files to upload, select the **Batch Upload** command. The benefit of using the **Batch Upload** command is that you can continue working on other tasks while your media is uploading in another browser window.

1. Select the **Batch Upload** command to open the **WebDT Content Manager Batch Upload** dialog screen as shown in figure 162.

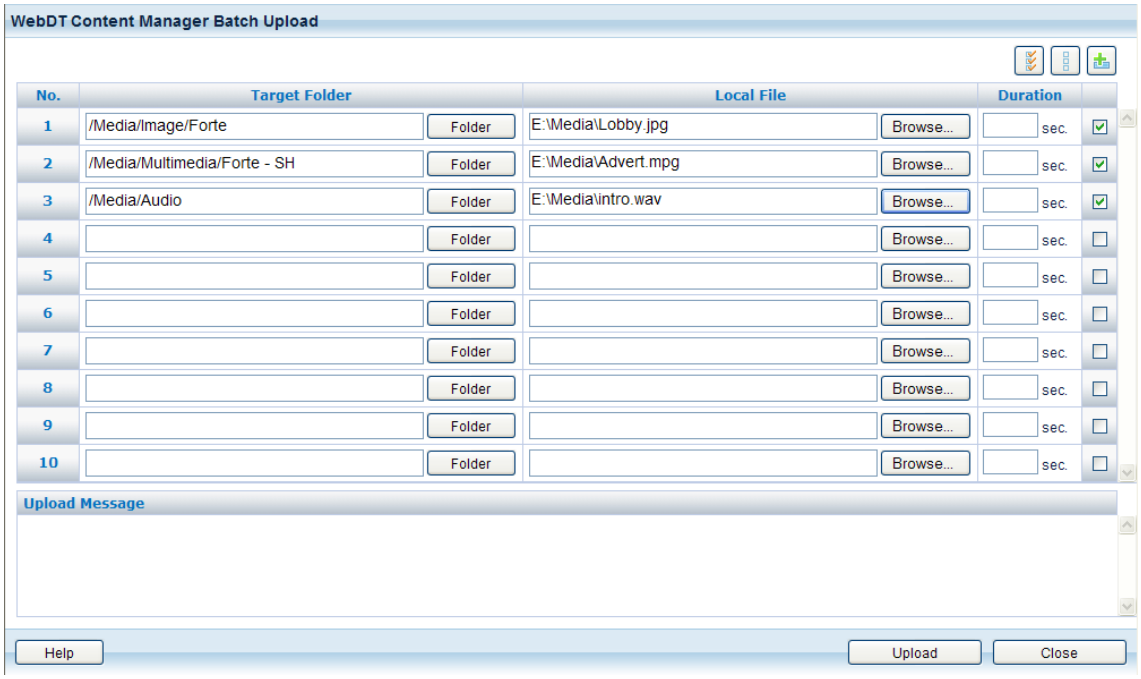


Figure 162

2. Click the **Folder** button in the **Target Folder** column and select a pre-defined folder to store the media file.
3. Click **Browse** to locate and select the local media file to be uploaded.
4. Enter the **Duration** of the media file. The media duration in a playlist must be greater than zero and less than 86,400 seconds.
5. You can upload a zip file to Multimedia folder in this page.

Searching for Media

The **Search** function scans rapidly through files stored on the system to find a requested entry as specified in the search criteria. This function is particularly useful if there is a large number of media files stored on the system.

1. Click **Search** as shown in figure 163:

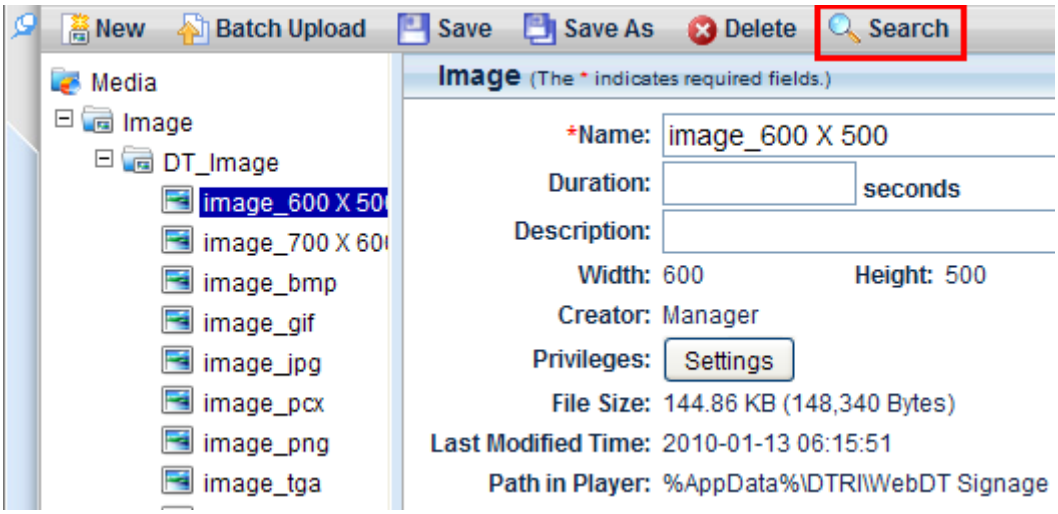


Figure 163

The **Search Media** screen displays as shown in figure 164:

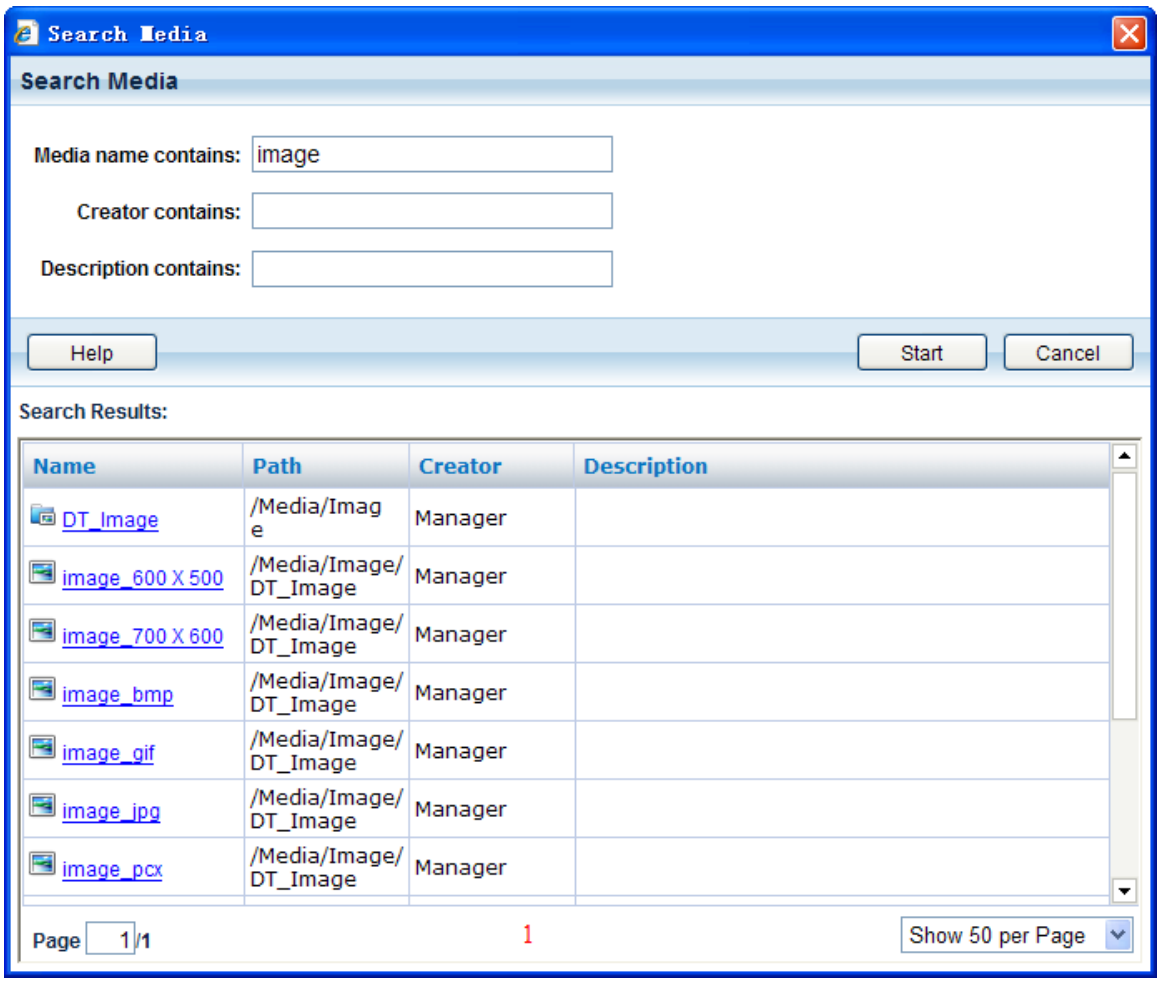


Figure 164

1. Enter search criteria in the **Media name**, **Creator**, and/or **Description** fields.

Note	**If the entire file name is unknown, enter part of the name, owner, or description to display all media files containing those parts.**

2. Click **Start** to begin the search. Matched media files are listed in the **Search Results** window.

Note	**If the search criteria are left blank, then all media files are listed.**

Tickers

The **Ticker** function provides the ability to display a scrolling or static line of text or online RSS feeds to remote player units. Users can adjust ticker properties such as **Font Color, Background Color, Font Size,** ticker **Position,** and ticker scrolling **Speed** in Ticker Attributes when creating a ticker zone in a Playlist.

Ticker Properties			
Property	**Slow**	**Medium**	**Fast**
Ticker scrolling speed (roll up and roll down)	15 sec / line.	10 sec / line.	5 sec / line.
Ticker scrolling speed (Horizontal)	100 pixels / sec.	200 pixels/sec.	300 pixels/sec.

CREATING A TICKER FOLDER

Users can create ticker folders for organizing and storing ticker media. The stored files can be easily retrieved for creating playlists and schedules.

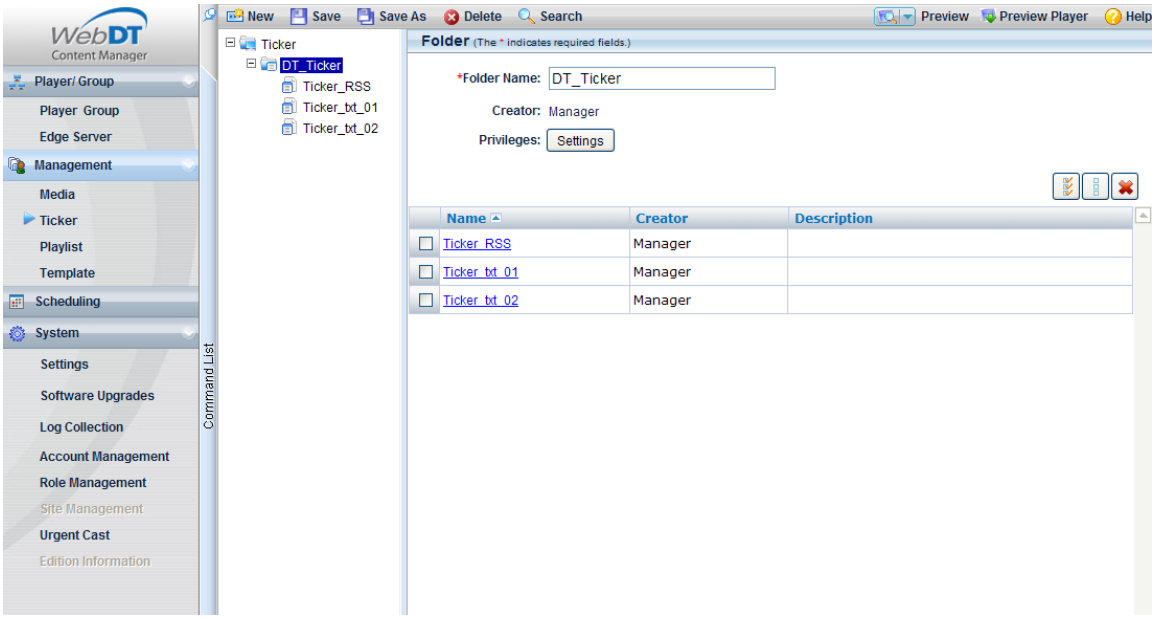


Figure 165

To add a new folder within Ticker, follow the steps below:

1. Click New and select the New Folder command.
2. Enter the name of the folder in Folder Name field.
3. Click Settings and set privileges for this folder.
4. Click Save to save the folder.

CREATING A TICKER

To add a new ticker within the **Ticker** sub-section, follow the steps below.

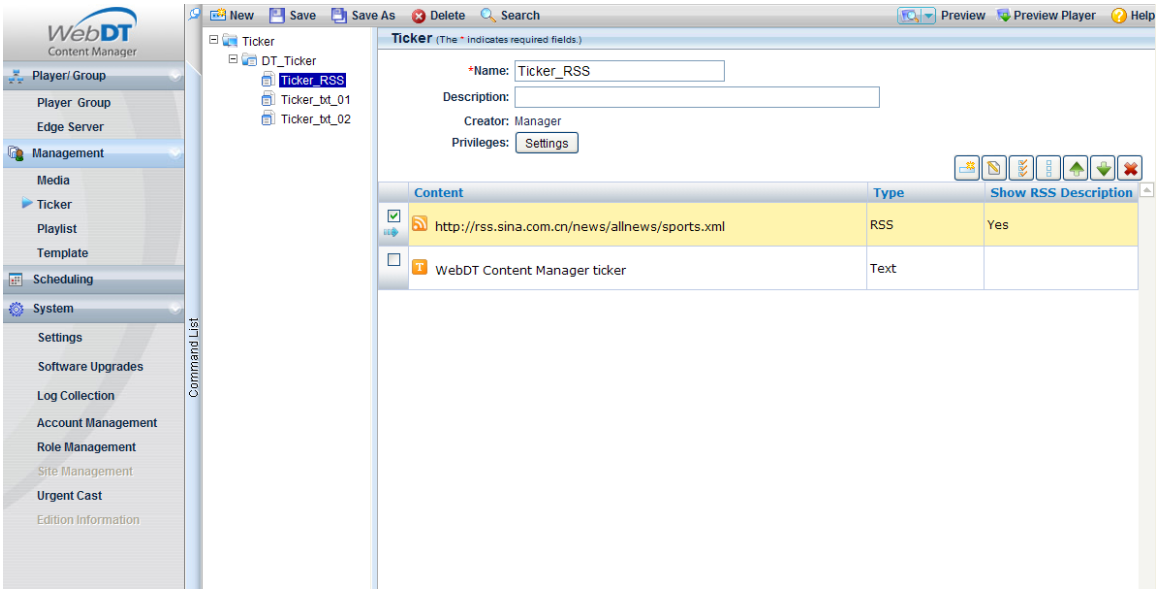


Figure 166

1. Select the destination folder.
2. Click New and select the New Ticker command.
3. Enter a name for the ticker in the Name field.

   The Ticker screen displays as shown Figure 166.
4. Enter a description for the ticker in the Description field.
5. Click Settings and set privileges for this Ticker.

6. Use the Frame Menu buttons to edit the ticker contents. See the table below for more information:

Icon		Description
	New Content	Add new ticker content to the list.
	Edit Content	Edit the selected content.
	Select All	Select all ticker content.
	Clear All	De-select all ticker content.
	Up	Move the selected item up.
	Down	Move the selected item down.
	Delete	Delete the selected item.

1. Add ticker content by selecting Type of the ticker in the Type column: Text or RSS.

2. Enter the text content if you select Text Type. The text content will be shown in the Content column
   Or
   Enter the RSS URL address if you select RSS type. The RSS URL displays in the Content column.

3. Select Yes or No in Show RSS Description column (tagged as <description> on the RSS XML feed) to toggle the RSS feed icon on or off.

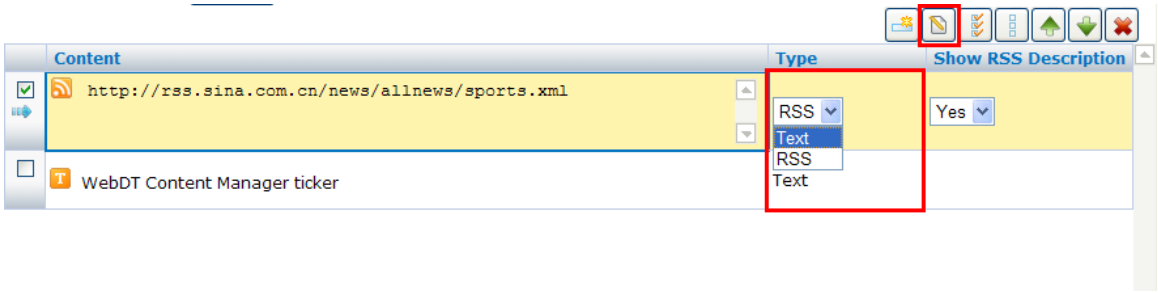


Figure 167

To edit each content item listed in this ticker, select the checkbox and click **Edit Content** button to modify text content or RSS URL of the selected item.

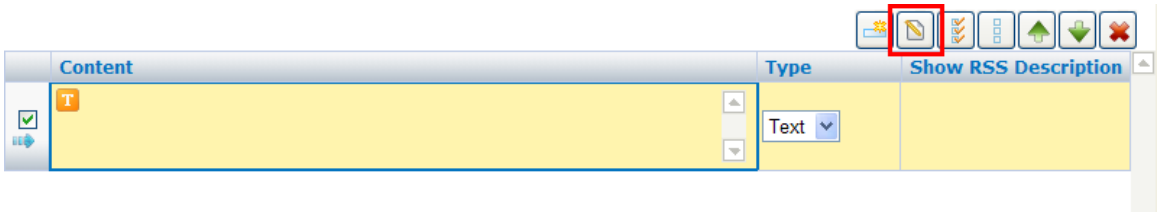


Figure 168

The entries can be ordered by using the or buttons.

1. All other options allowed for **Ticker** settings, such as **Font Size**, **Font Color**, **Background Color**, **scrolling Speed** and **text Position** can be set in Ticker Zone Attributes under Playlist or Ticker Settings under Set Ticker window in the Schedule section. See Adding a Ticker Zone and Setting Tickers for more information.

2. Click Save to save the ticker to the folder.

SAVING A TICKER TO A NEW LOCATION

Save As is used to save a ticker to an alternate location and/or name. It does not overwrite the original like a regular **Save** command.

1. Click **Save As** as shown in figure 169:

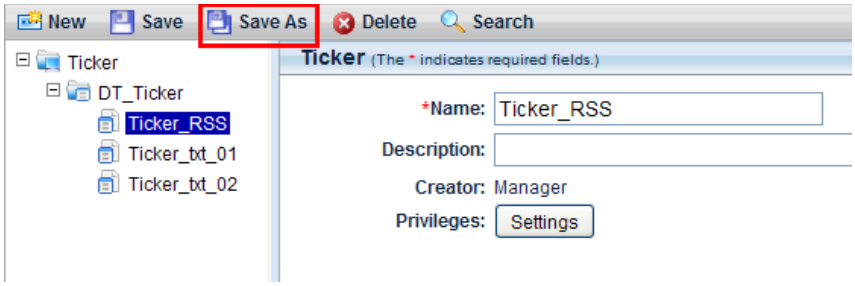


Figure 169

The **Select a Ticker** screen displays as shown in figure 170:

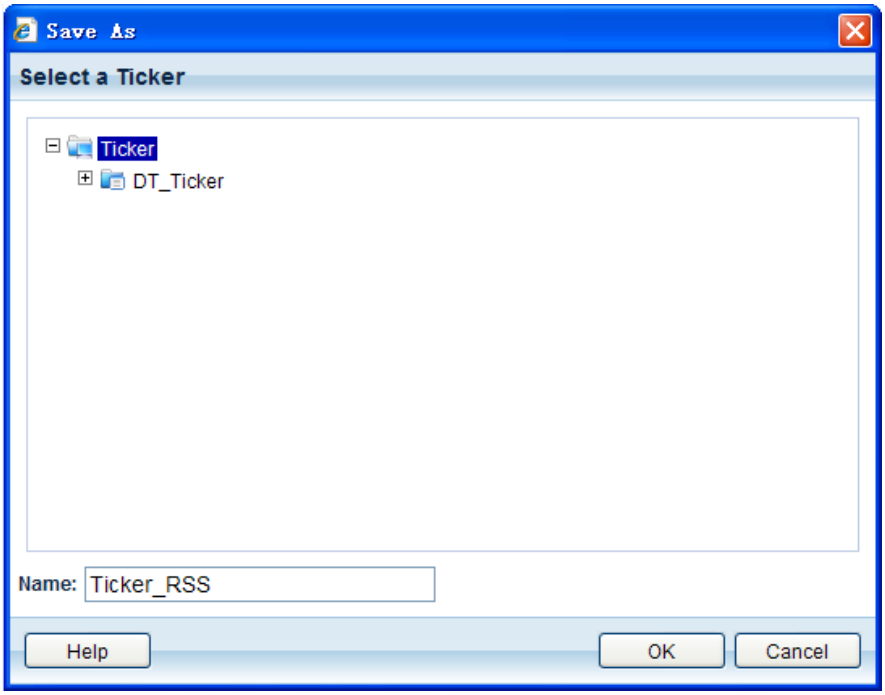


Figure 170

2. Save the current ticker into another location by clicking the folder
3. Overwrite an existing ticker by clicking the Ticker node.
4. Save the current ticker under a different name by entering a new name in the **Name** field.
5. Click OK to complete the process.

DELETING A TICKER

To delete a ticker within the **Ticker** sub-section, follow the steps below:

1. Select the ticker on the left side of the ticker window.
2. Click the Delete button.

   The message “Do you want to delete this ticker?” displays.
3. Click OK to delete the selected ticker.

SEARCHING FOR A TICKER

The **Search** function scans rapidly through tickers stored on the system to find a requested entry as specified in the search criteria. This function is particularly useful if there are a large number of tickers stored on the system.

1. Click **Search** as shown in figure 171:

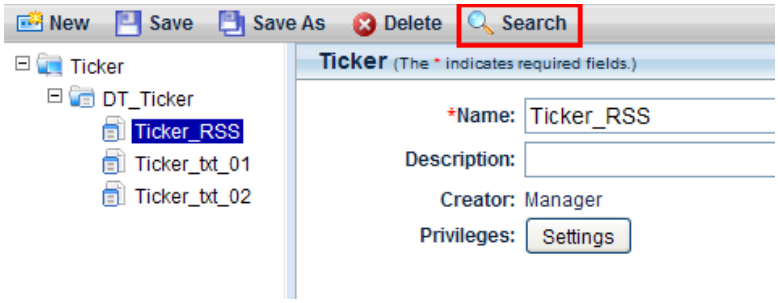


Figure 171

The **Search Ticker** screen displays as shown in figure 172:

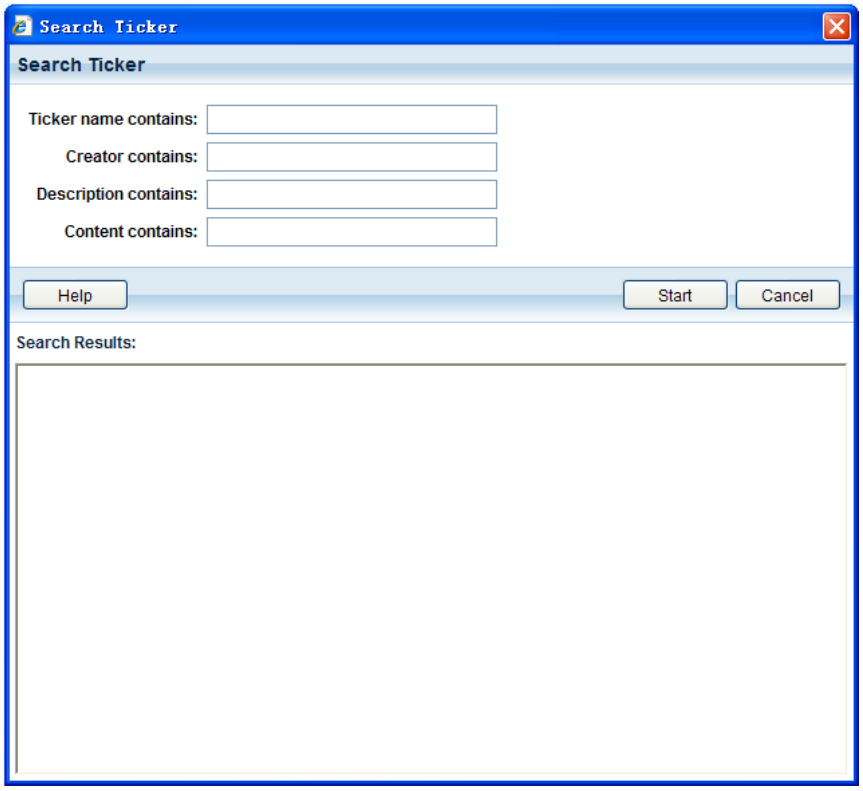


Figure 172

2. Enter search criteria in the **Ticker Name**, **Creator**, **Description**, and/or **Content Contains** fields.

Note	**If the entire file name is unknown enter part of the name, creator, content contains, or description to display all tickers containing those parts.**

3. Click **Start** to begin the search. Matched tickers are listed in the **Search Results** window.

Note	**If the search criteria are left blank, then all tickers are listed.**

Playlists

A playlist is composed of media and tickers. Once media files and tickers are created within the **WebDT Content Manager**, you can create playlists and arrange schedules to be sent to remote players for playback.

Menu Elements

The following is a short description of the menu elements found in the Playlist management menus.

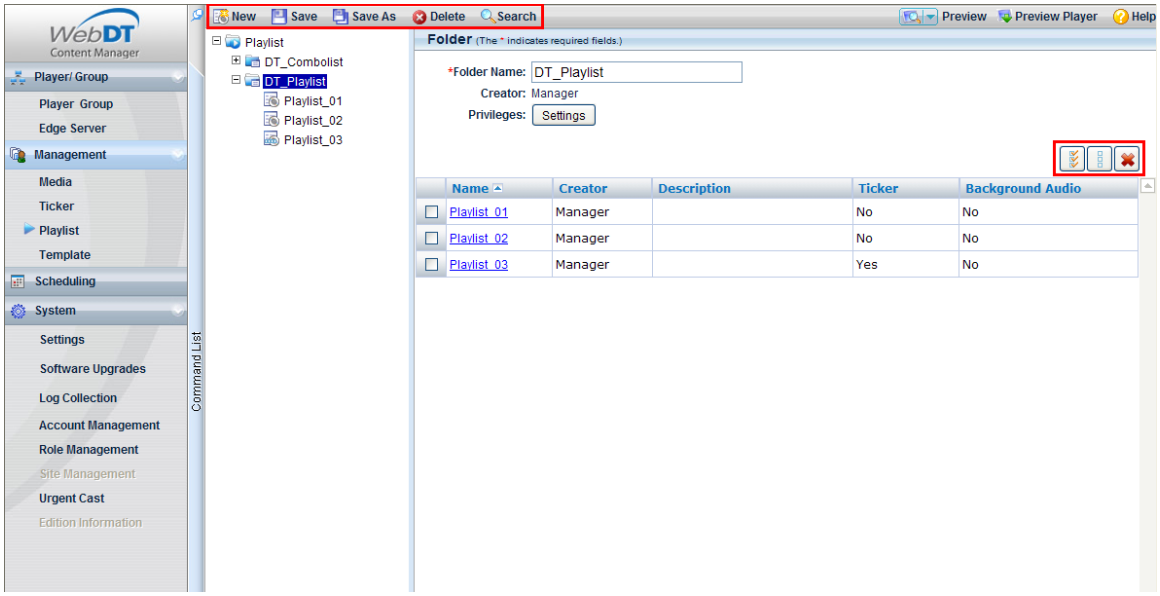
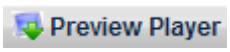


Figure 173

MAIN TAB MENU

The table that follows describes the Main Tab menu functions. Some functions are only available after selecting a player, group or both.

Icon	Menu	Description
	New Playlist	Create new playlist
	New Combolist	Create new Combolist
	New Folder	Create new folder
	Save	Saves playlist information.
	Save As	Saves playlist information under a different file name.

	Delete	Delete existing playlists/ combolist.
	Search	Used to search for playlist/ combolist
	Preview	Click to preview directly or click the drop down menu to select certain preview players for preview action.
	**Download Preview Player**	Download the WebDT Preview Player installer.

FRAME MENU

The table that follows describes the Frame menu functions.

Icon	Menu	Description
	Select All	Click to select all listed all listed playlist(s)
	Clear All	Click to unselect all listed playlist(s)
	Delete Playlist	Click to delete the selected playlist(s)

Playlist Menu

The table that follows describes the Media menu functions.

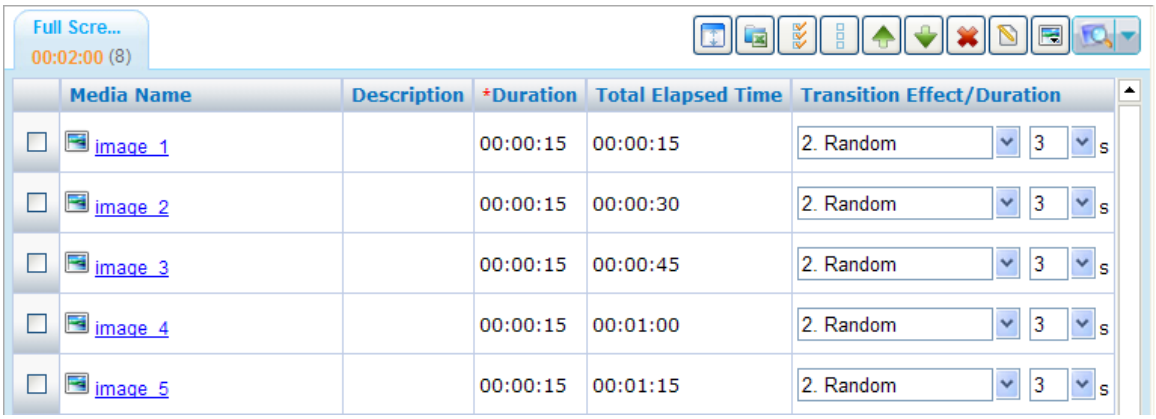


Figure 174

Icon	Menu	Description
	Window Scale	Toggle the media list full or half screen.
	Import Local File	Import existing local files (.xls or .txt) to current playlist as media files.
	Select All	Click to select all listed media listings/folder(s).
	Clear All	Click to unselect all listed media listings/folder(s).
	Move Up	Move the selected media up the playlist.
	Move Down	Move the selected media down the playlist.
	Delete Playlist	Click to delete the selected media listings.

	Edit	Edit the selected media.
	View	Change the appearance of playlist icons. Select **Icon**, **Small**, or **Large** to determine the icon size.
	Preview	Preview the selected item(s).

Creating a Playlist Folder

It is recommended to create playlist folders to store various playlists so they are logically grouped. To create a **Playlist** folder, follow the steps and refer to the figure below.

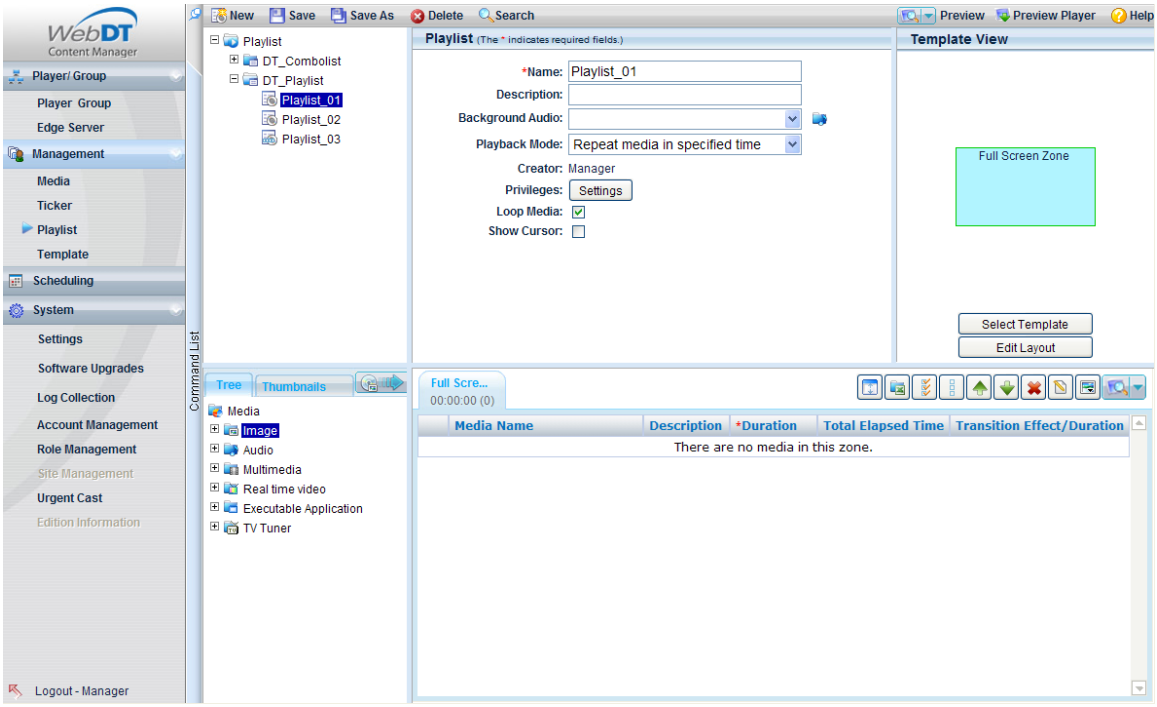


Figure 175

1. Click **New** and select the **New Folder** command.
2. Enter the name of the folder in **Folder Name** field.
3. Click and set privileges for this folder

4. Click **Save** to save the folder.

Creating/ Editing a New Playlist

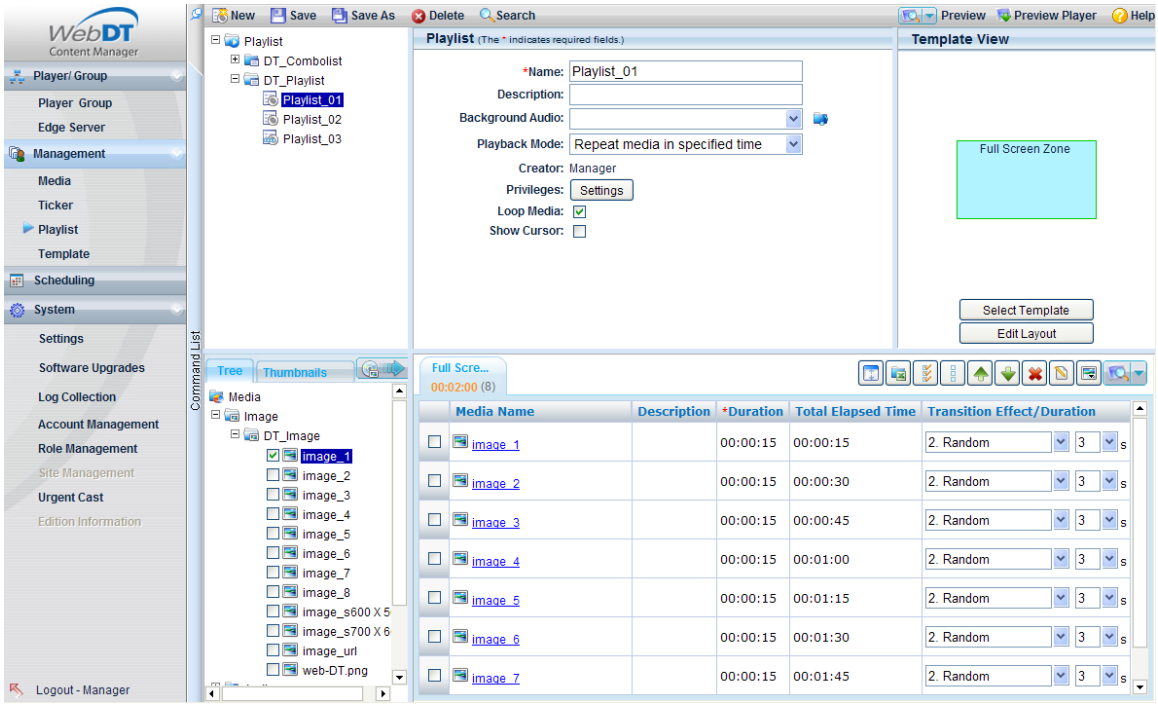


Figure 176

To create a new playlist, follow the steps below.

1. Select the destination folder under **Playlist**.
2. Click **New** and select the **New Playlist** command.
   The Playlist screen displays as shown in Figure 176.
3. Enter a name for the playlist in the Name field.
4. Enter a description for the playlist in the **Description** field.
5. Select **Background Audio** for the playlist from the drop down menu. See Setting Background Audio section.
6. Click

and set privileges for this Playlist
7. Playback Mode: select Repeat media in specified time to play media in the media duration in a continuous loop; Select Keep last frame after media play end to stop media playing and show the last frame in the duration after media end.
8. Select **Loop Media** to play the media files in the respective zone in a continuous loop.

9. Click **Show Cursor** to display the cursor on-screen.

SETTING BACKGROUND AUDIO

To select background audio to be used during playlist playback, use the following steps.

1. Click (Set Background Audio) button.
   The Select Background Audio dialog screen displays as shown in figure 177:

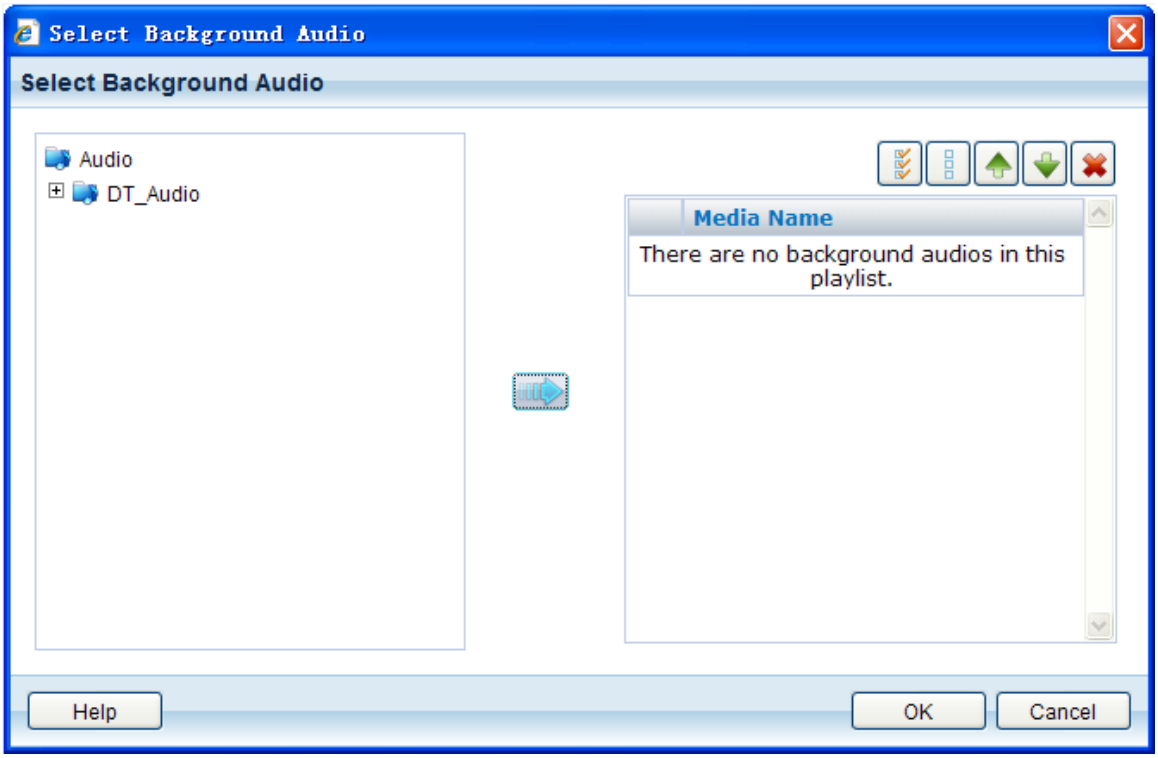


Figure 177

2. Select an audio file from the **Audio** list and click the button to add the audio file. Multiple audio files can be used as the background audio.
3. Use and to select or clear all selections.
4. To adjust the sequence of the audio files, click or to move the entries up or down, respectively.

OR

To delete an audio file, click the button.

Note	**If the playlist duration is shorter than the background audio, the background audio stops at the end of the playlist.**

SELECTING TEMPLATES

1. Click **Select Template** in **Template View** to select one from the built-in templates or other saved templates as shown in figure 178.

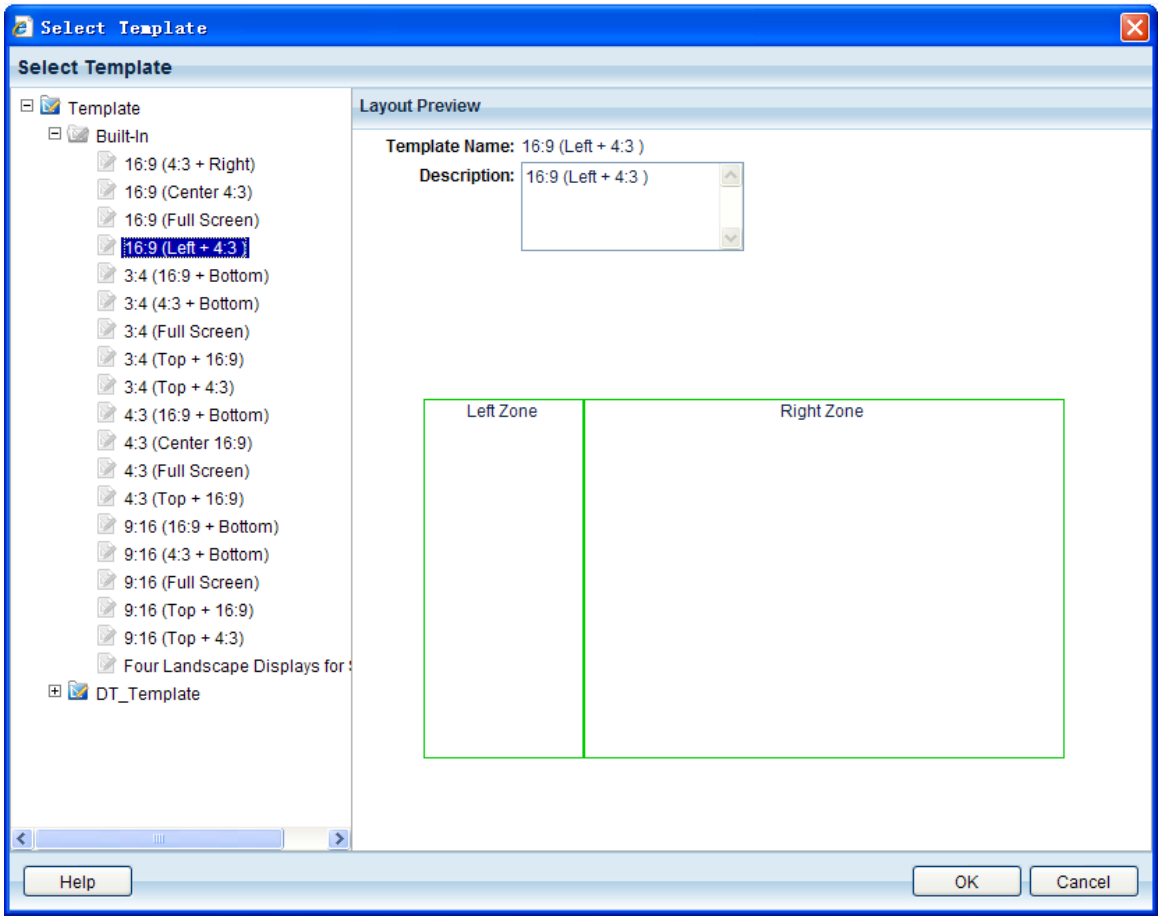


Figure 178

In the **Select Template** window, you can select a template and the template layout is displayed in the **Layout Preview** window. In Figure 178, 16:9 (Left + 4:3) is selected, which is a 16:9 display screen split into two zones: the right zone which is a 4:3 screen and a left zone. A zone is a display area on the screen.

2. Select the desired layout.
3. Click **OK** to select the template.
4. If the template layout is okay, go to Adding Media Files and Ticker Content.

EDITING TEMPLATES

Edit the template layout by clicking **Edit Layout** in the **Template View** window to adjust the layout of the selected template as shown in figure 179:

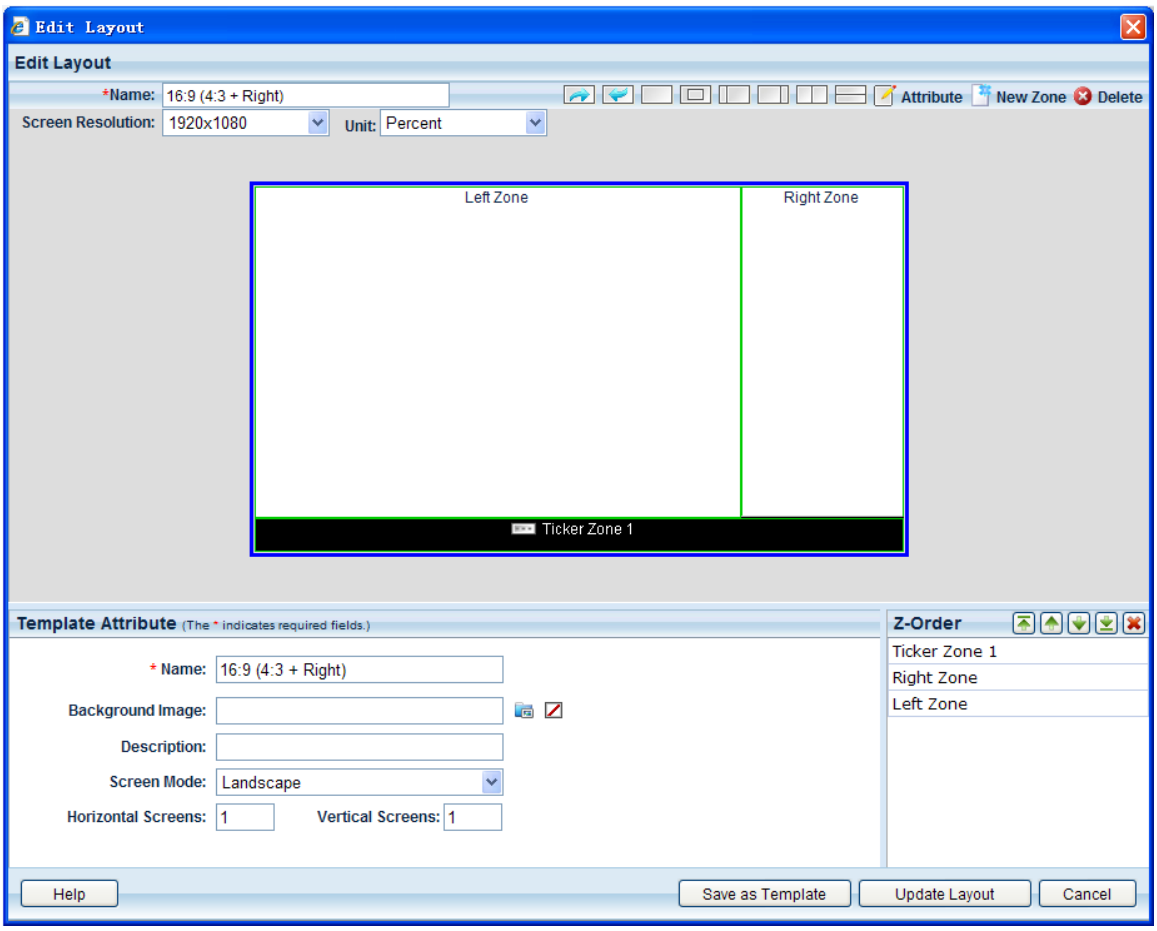


Figure 179

In the **Edit Layout** dialog box, you can change the name of the layout, select the resolution type and calculation unit (percentage or pixel), add/delete new Normal or Ticker zones, set Template or Zone attributes or adjust zone order (Z-order). Please refer to Creating a New Template for a detailed description of template layout editing.

1. When finished editing, click Update Layout to update the layout.

2. If you would like to reuse this layout in the future, click **Save as Template**. A screen displays asking you to enter the **Name** of the template as shown in figure 180:

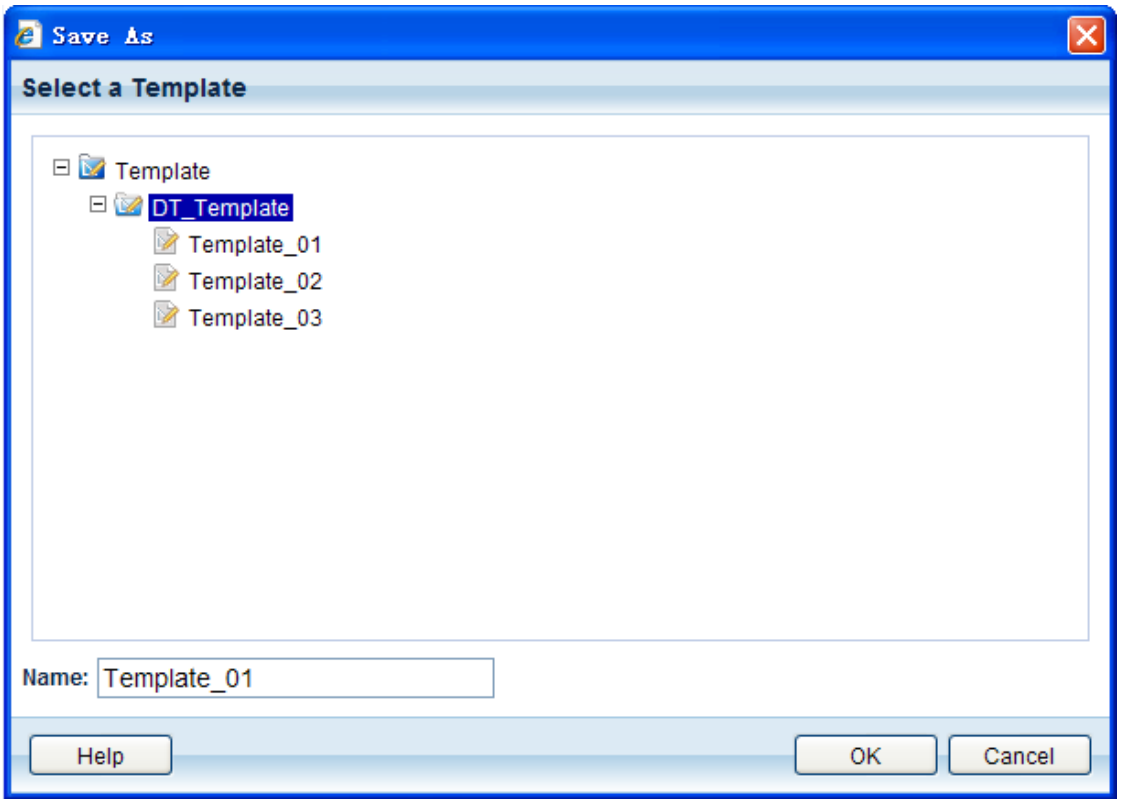


Figure 180

3. Enter the template name and click **OK** to save the layout as a new template.

ADDING MEDIA FILES AND TICKER CONTENT

Media content can be added to normal zones, and Ticker (or scrolling text) files to Ticker zones. To add content to either normal or ticker zones, use the steps that follow.

Adding media to normal zones

1. If there is more than one zone in the template view, first select the zone to modify by clicking on it from the Template View pane. As shown in figure 170:

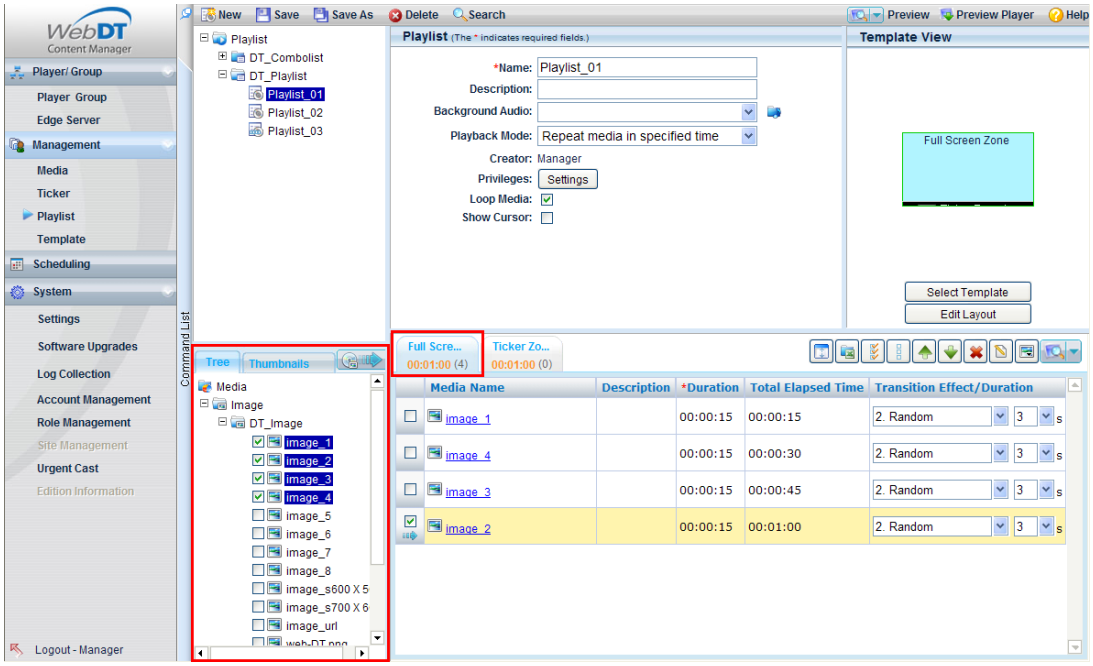


Figure 181

2. Select **Media File** in the lower left window of the Playlist screen as shown in Figure 181. and click to add the selected media file. The selected entry is added and appears under **Media Name** as shown in Figure 181.

Note	**If the Insert button is not visible, drag the content frame to expose the button.**

- The **Duration** column shows the duration of each media file. The multimedias is shown precise the duration time to 0.01 second.
- A tooltip showing the time with frames is shown when the mouse is over the duration. As shown in figure 182:

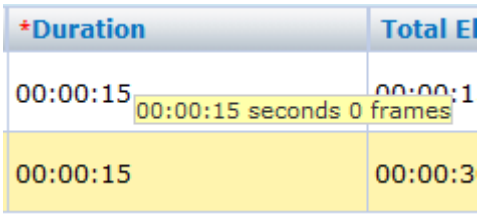


Figure 182

- The **Total Elapsed Time** column shows the accumulated playback time through to the highlighted media files.
- The last entry in the **Total Elapsed Time** column represents the total duration of the playlist.

Note	**If the** Total Elapsed Time **between zones is different, the longest** Total Elapsed Time **tab is highlighted.**

- The **Transition Effect/Duration** field is used to determine what happens when the Player proceeds to the next file in the **Media Name** list.

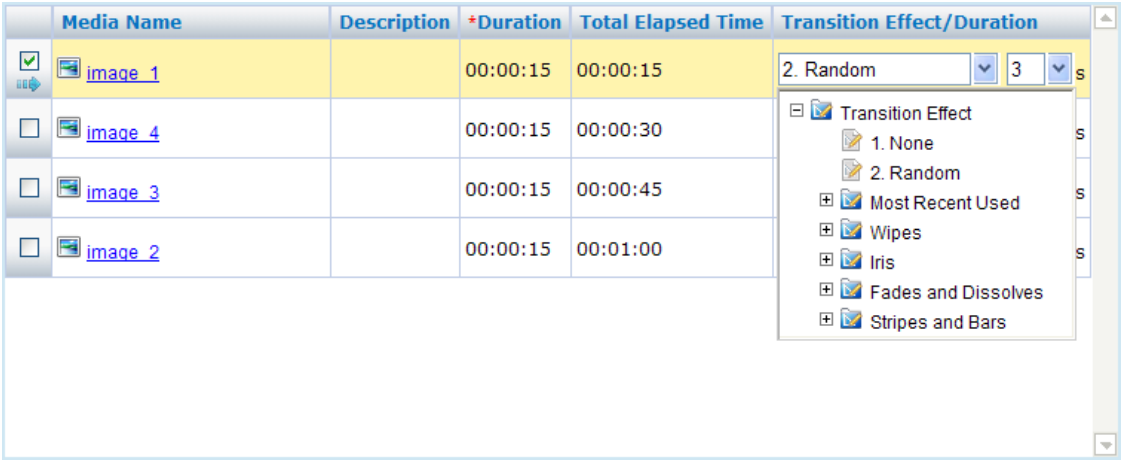


Figure 183

Select the desired transition effect from the drop down list and select the transition duration.

Note	**The default Transition Effect, None, causes the Player to move from one media file to another without pausing.**

3. Repeat step 2 to add media files.
4. To edit the media order sequence, use the tool bar.
5. Repeat steps 2 through 4 to add media files for each selected zone to complete the playlist.

Note	**You can preview added content before saving the Playlist by clicking** **.**

6. Click the **Save** button to save the playlist,
   OR
   Click the **Save As** button to save the playlist you are working on as a copy into another folder. This saves time when creating a master list and provides a backup duplicate of the selected folder.

Note	**Only one real time video source can be added to a playlist. If you add more than one real time video-in, the system displays a message to warn you of a conflict and you cannot save the playlist.**

Import Local Files to Playlist

This function allows users to import Excel or TXT files with a media file list to the current playlist. Clicking on the playlist tool bar will open an “Import media in local file to playlist” wizard as shown below.

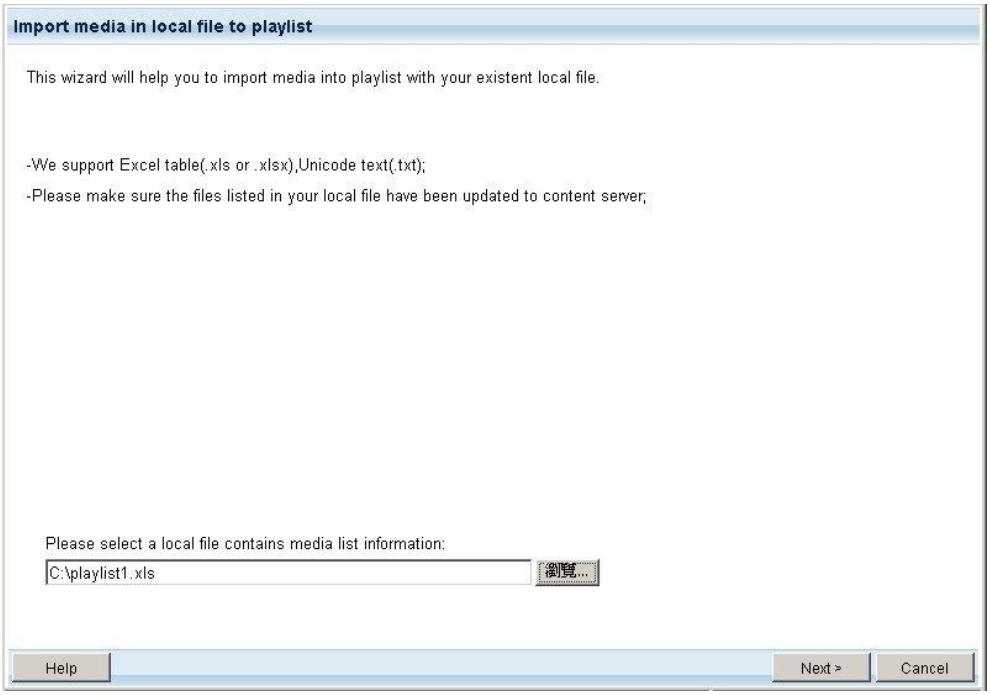

Import media in local file to playlist
This wizard will help you to import media into playlist with your existent local file.
-We support Excel table(.xls or .xlsx),Unicode text(.txt);
-Please make sure the files listed in your local file have been updated to content server;
Please select a local file contains media list information:
C:\playlist1.xls
瀏覽...
Help
Next »
Cancel

Figure 184

Browse and select a local file which contains the media list information and click Next.

If the local file is an Excel file, the wizard will request further information from the Excel file that matches the required media information. Select Tab, Range, File Name from the drop down menu. Duration, Transition Effect and Transition Duration are not required fields.

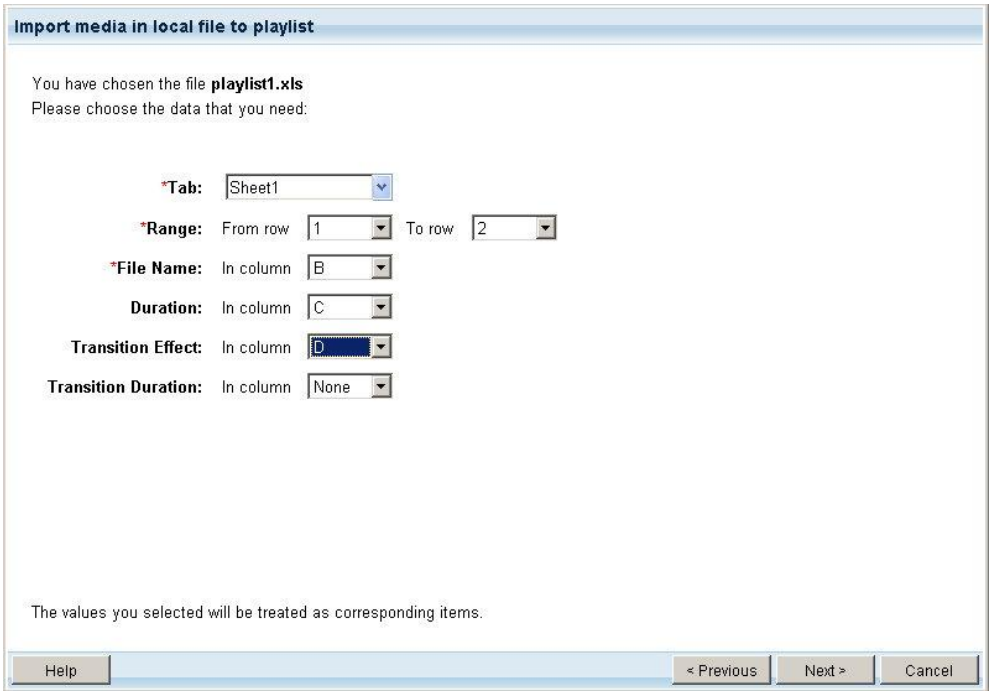

Import media in local file to playlist
You have chosen the file playlist1.xls
Please choose the data that you need:
*Tab: Sheet1
*Range: From row 1 To row 2
*File Name: In column B
Duration: In column C
Transition Effect: In column D
Transition Duration: In column None
The values you selected will be treated as corresponding items.
Help
< Previous
Next >
Cancel

Figure 185

After clicking **Next**, the media files and their related information will be listed. Click Import to import these media files from the Excel file to the current playlist.

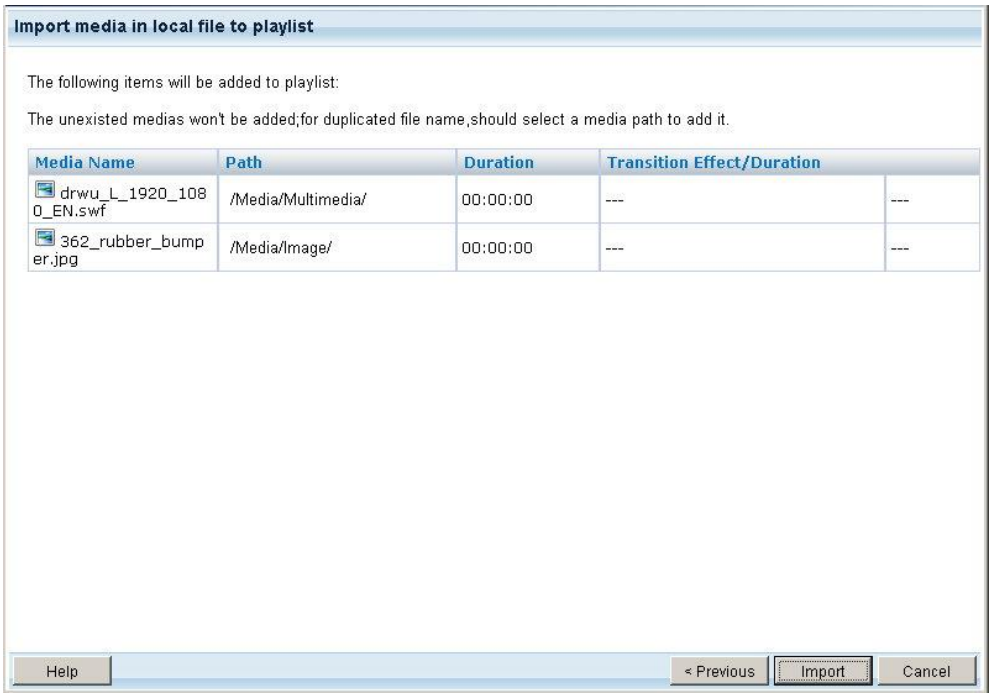


Figure 186

If the local file is a TXT file, the file name will be displayed as shown below.

Import media in local file to playlist
You have chosen the file playlist2.txt
For a unicode text file,each row will be treated as media file name.
Help
< Previous
Next >
Cancel

Figure 187

After clicking **Next**, the file names listed in the TXT file will be displayed as shown below. The wizard will only read each text line in the TXT file as file names.

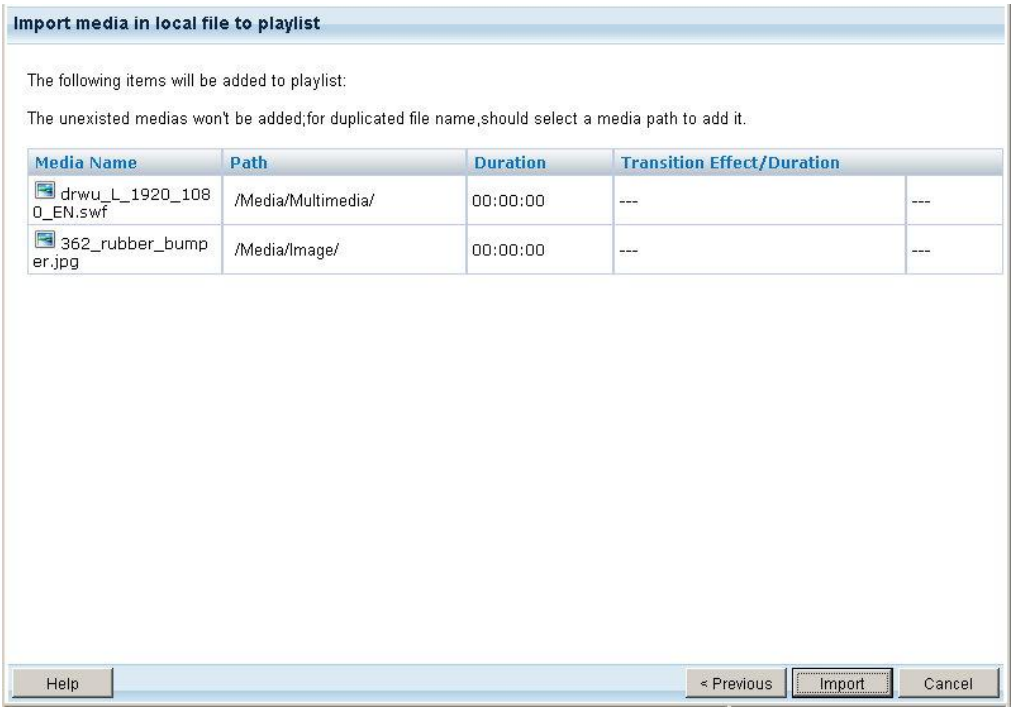


Figure 188

Click **Import** to import these media files from the TXT file to the current playlist.

Adding media to Ticker zones

1. Select the **Ticker Zone** by clicking on it from the **Template View** panel. As shown in Figure 189:

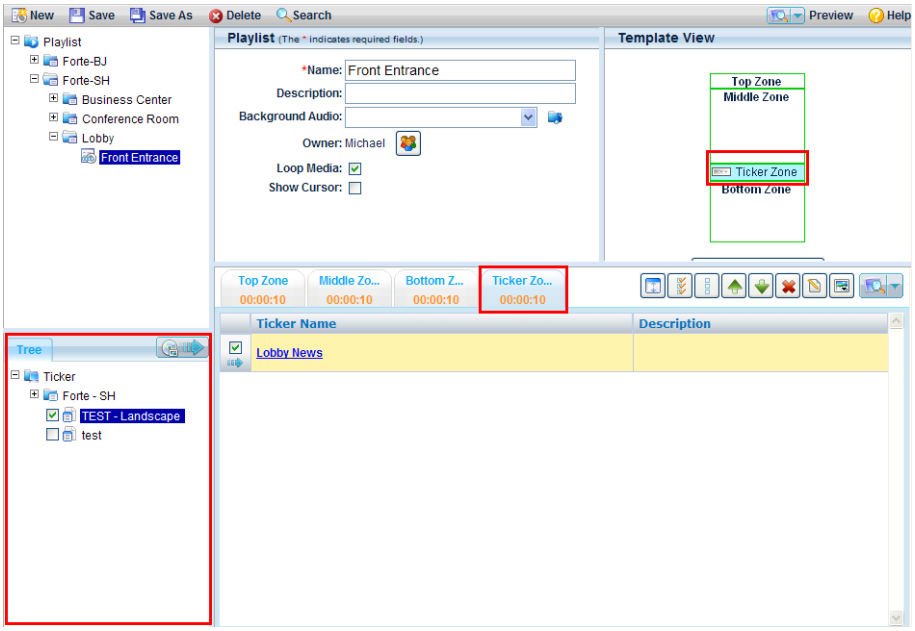


Figure 189

2. Select a **Ticker** file in the lower left window of the Playlist screen as shown in **Error! Reference source not found.** and click to add the selected media file. The selected entry is added and appears under **Ticker Name** as shown in Figure 189
3. Repeat step 2 to add more ticker files.
4. To edit the ticker order sequence, use the tool bar

- To increase the size of the **Ticker Name** panel, click to close the **Playlist** and **Template View** panels. Click to revert to the original three-panel view.
- To select all ticker files, click
- To unselect all selected ticker files, click
- To move a selected ticker file up or down, click or
- To delete the selected ticker file, click

Note	**You can preview added content before saving the Playlist by clicking .**

5. Click the **Save** button to save the playlist,

   OR

   Click the **Save As** button to save the playlist you are working on as a copy into another Folder. This saves time when creating a master list and provides a backup duplicate of the selected folder.

SETTING DURATION/TRANSITION EFFECT

The **Duration** field displays the duration of each selected media file.

1. To adjust the duration of a media file, click on the right-hand side of the screen as shown in figure 190:

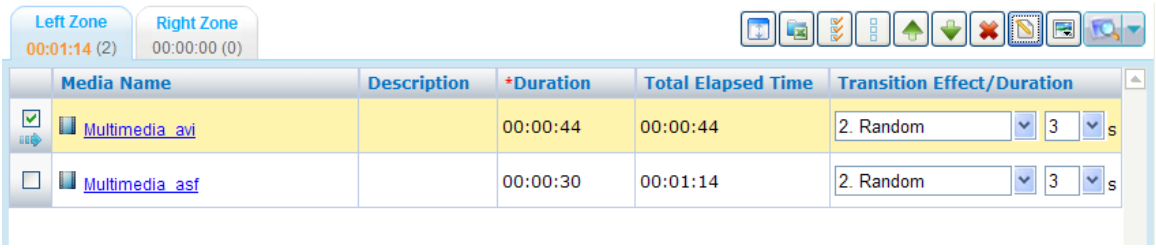


Figure 190

The **Edit Playlist Item** screen displays as shown in figure 191:

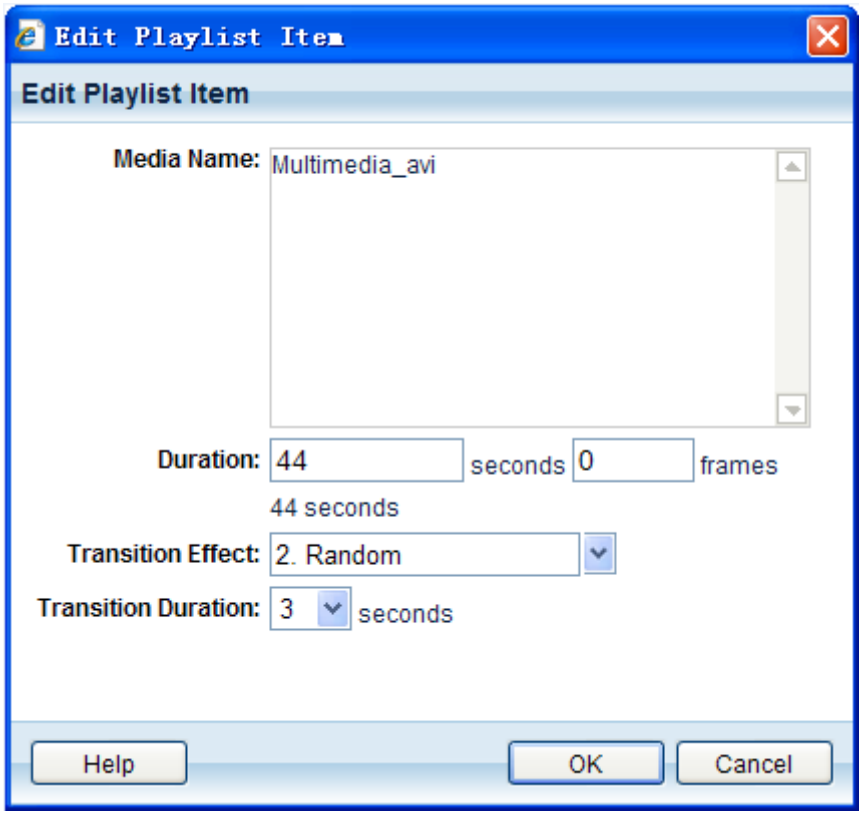


Figure 191

2. Edit the **Transition Effect** and **Duration** as required.
3. Select a **Transition Effect** and **Duration** as required.
4. Click **OK** to complete the change of media name and duration.

Note	**Media duration in playlist must be larger than 0 seconds and smaller than 86400 seconds (24 hours).**

Saving a Playlist to a New Location

You can save an existing Playlist to a different location.

1. Click on the **Management** | **Template** main menu.
2. In the Playlist column, select the target playlist.
3. Click **Save As**.

The Select a Playlist window displays.

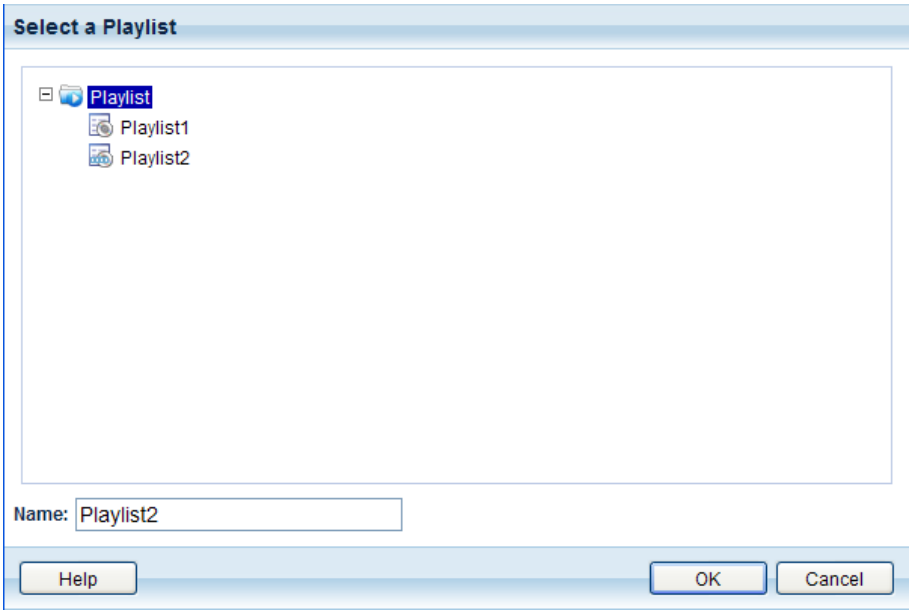


Figure 192

4. Select the target Playlist.
5. In the **Name** field, select a new name (not required).
6. Click **OK**.

The playlist is now saved in a different location.

Searching for a Playlist

The **Search** function scans rapidly through files stored on the system to find a requested entry as specified in the search criteria. This function is particularly useful if there are a large number of playlists stored on the system.

1. Click Search as shown in figure 193:

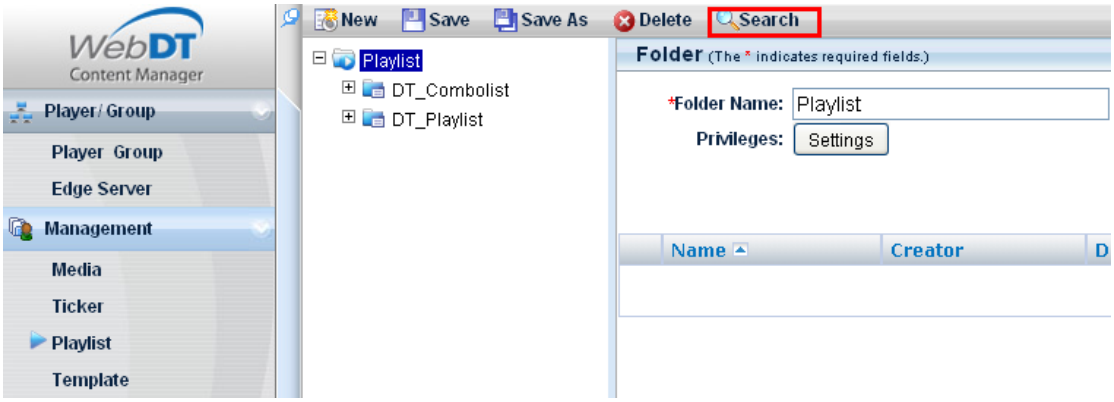


Figure 193

The **Search Playlist** screen displays as shown in figure 194:

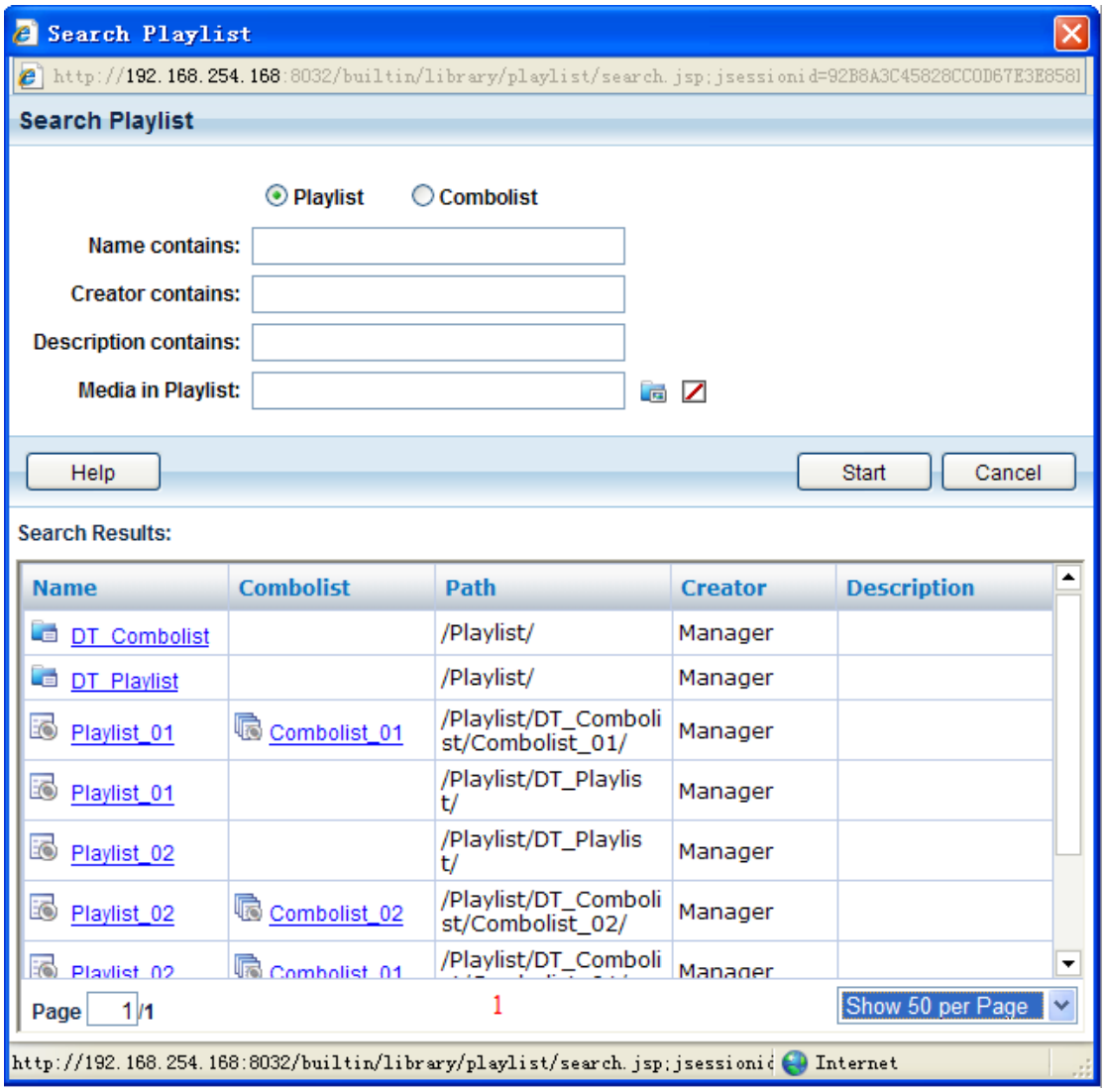


Figure 194

2. Select the **Playlist Type** and enter search criteria in the **Playlist Name**, Creator, Media in Playlist and/or **Description** fields.

Note	**If the entire file name is unknown, enter part of the name, creator, media in playlist or description to display all playlists containing those parts.**

3. Click **Start** to begin the search. Matched playlists are listed in the **Search Results** window.

Note	**If the search criteria are left blank, then all playlists are listed.**

Combolists

A Combolist provides a function for the reoccurrence of multiple, continuous playlists. Through Combolists repetitive schedule entries are not necessary. The Combolist is organized under the playlist tree.

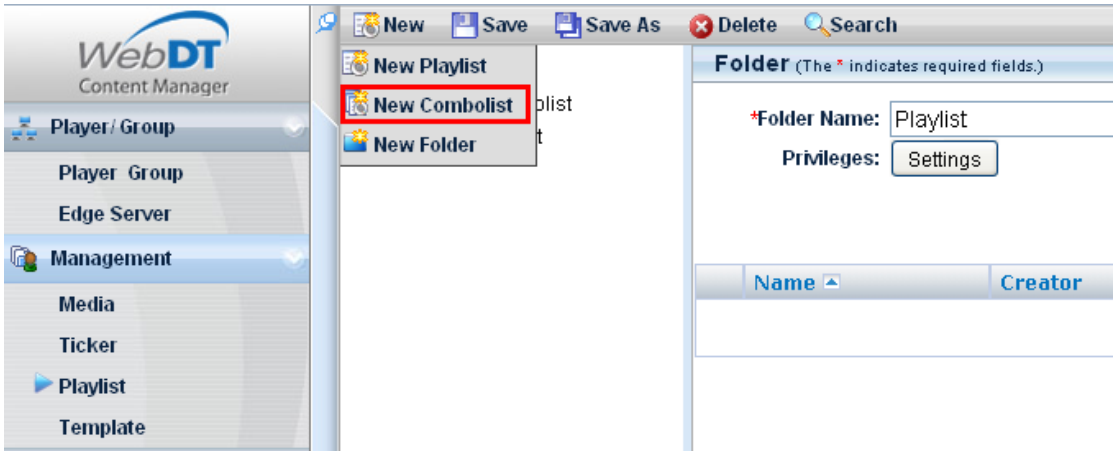


Figure 195

There are two kinds of Playlists under the Combolist function. One is Linked Playlist and the other is the Embed Playlist.

Linked Playlists are copies of existing playlists associated with the parent playlist, and change dynamically when the parent playlist is modified. For example, a linked playlist called Lobby is modified automatically when the parent Playlist Lobby is changed.

Embed Playlists are also copies of existing playlists, but unlike Linked Playlists, they are not associated with the parent playlist and do not change when the parent playlist is modified. For example, an Embed Playlist called Lobby stands alone and does not change when the parent Playlist Lobby is changed.

Creating a New Combolist (Adding Linked and Embedded Playlists)

To create a Linked or Embed Playlist, use the following guide:

1. Click **New**, **New Combolist** to create the new combolsit.

2. The **Combolist** screen displays as shown in 196

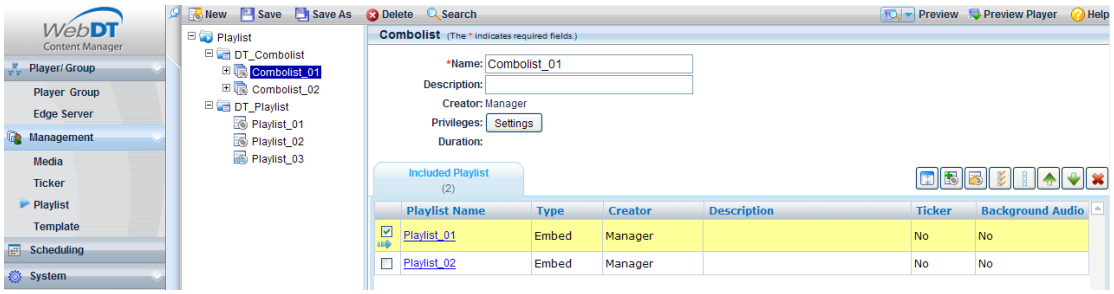


Figure 196

3. Add a **Name**, **Description**, and then use the tool bar to add playlists and arrange the schedule.

Icon	Menu	Description
	Change Window Scale	Toggle the media list to full or half screen.
	Select Playlist	Add an existing Playlist in the Combolist.
	Convert to Embed	Convert the selected Linked Playlist into an Embed Playlist.
	Select All	Click to select all playlists content.
	Clear All	Click to unselect all listed playlists.
	Move Up	Move the selected item up.
	Move Down	Move the selected item down.
	Delete the selected item	Click to delete the selected item.

4. Click **Select Playlist** button to display the **Select Playlist** screen as shown in figure 197.

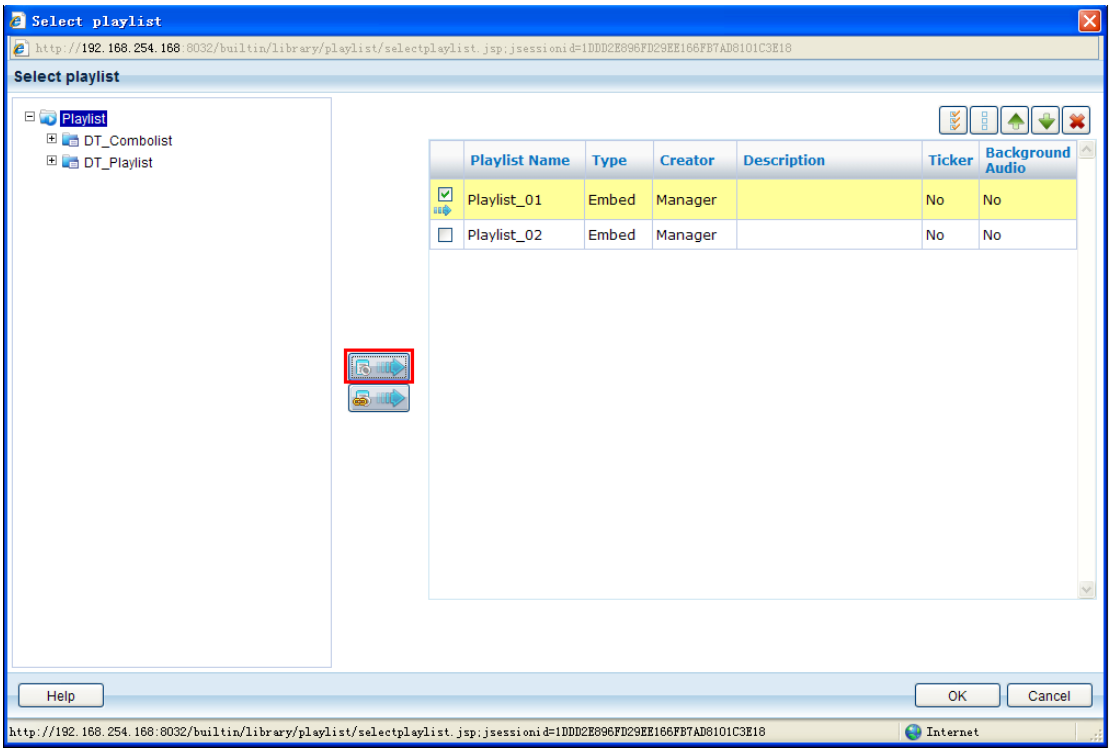


Figure 197

5. Select a **Playlist** from the tree in the left-hand panel, and click **Embed** (red callout) or **Linked** (green callout) to add the Playlist to the Combolist.

6. Click OK to return to the Combolist screen and click **Save** to save to the Combolist.

Note	**You can quickly convert a Linked Playlist to an Embed Playlist by clicking the Convert to Embed icon .**

Searching for a Combolist

The **Search** for Playlist function is also applicable for Combolist. This function is particularly useful if there are a large number of combolists stored on the system.

1. Click Search as shown in figure 198.

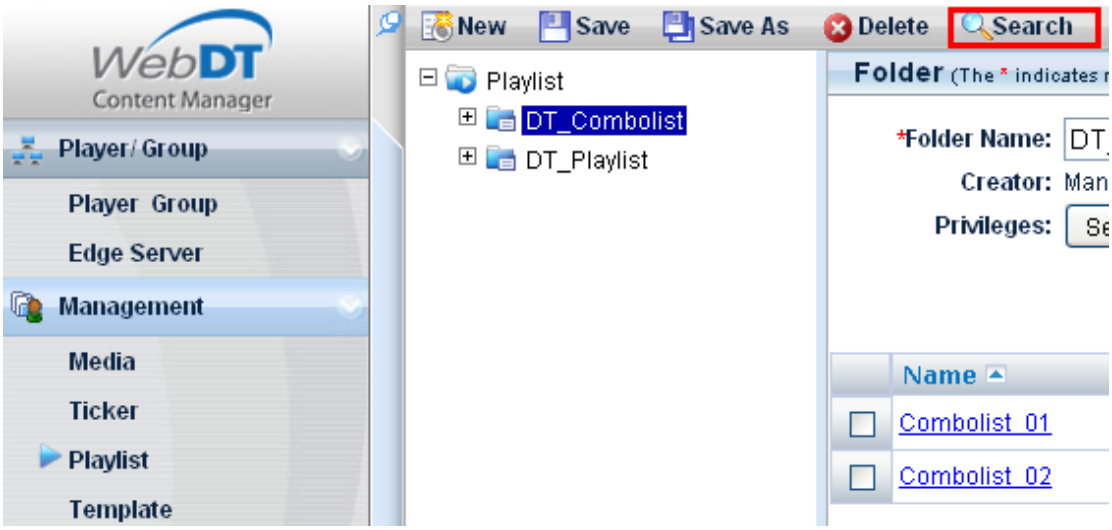


Figure 198

The **Search Playlist** screen displays as shown in figure 199.

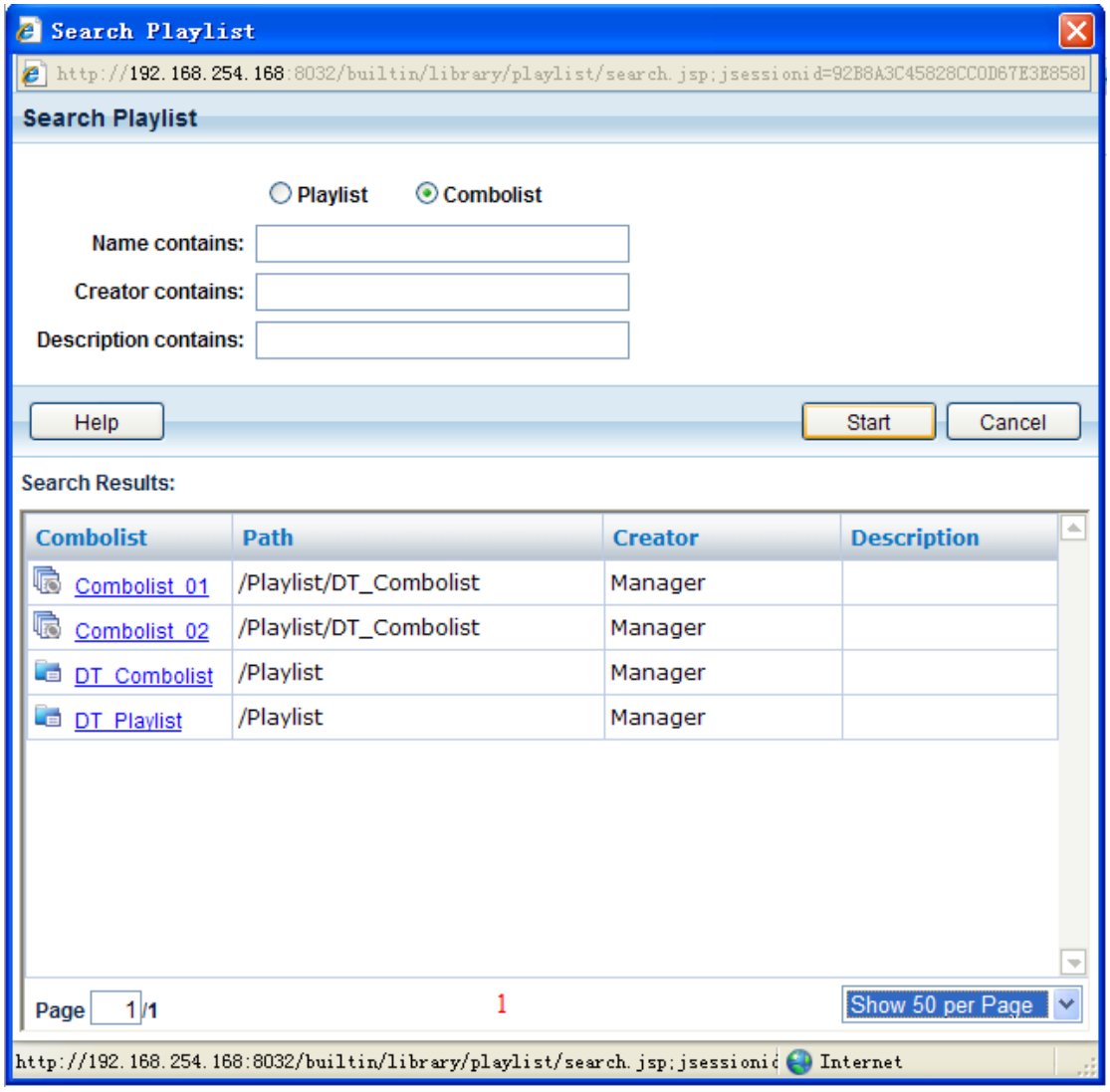


Figure 199

2. Select **Combolist** and enter search criteria in the **Name**, Creator and/or **Description** fields.

Note	**If the entire file name is unknown, enter part of the name, Creator or description to display all playlists containing those parts.**

3. Click **Start** to begin the search. Matched Combolists are listed in the **Search Results** window.

Note	**If the search criteria are left blank, then all Combolists are listed.**

Templates

A template is a pre-defined layout style that defines how multiple content zones are displayed on the screen. In the **Template** sub-section, you can create, delete, or edit layout templates. The flexible layout editing functions allow you to set the **Template Attributes**, such as: **Name**, Privileges, **Background Image**, Screen Matrix, **Description** and **Screen Ratio**. It also allows you to adjust the zone size, location, alignment, and set zone order easily.

Creating a Template Folder

To create a **Template** folder, follow the steps below.

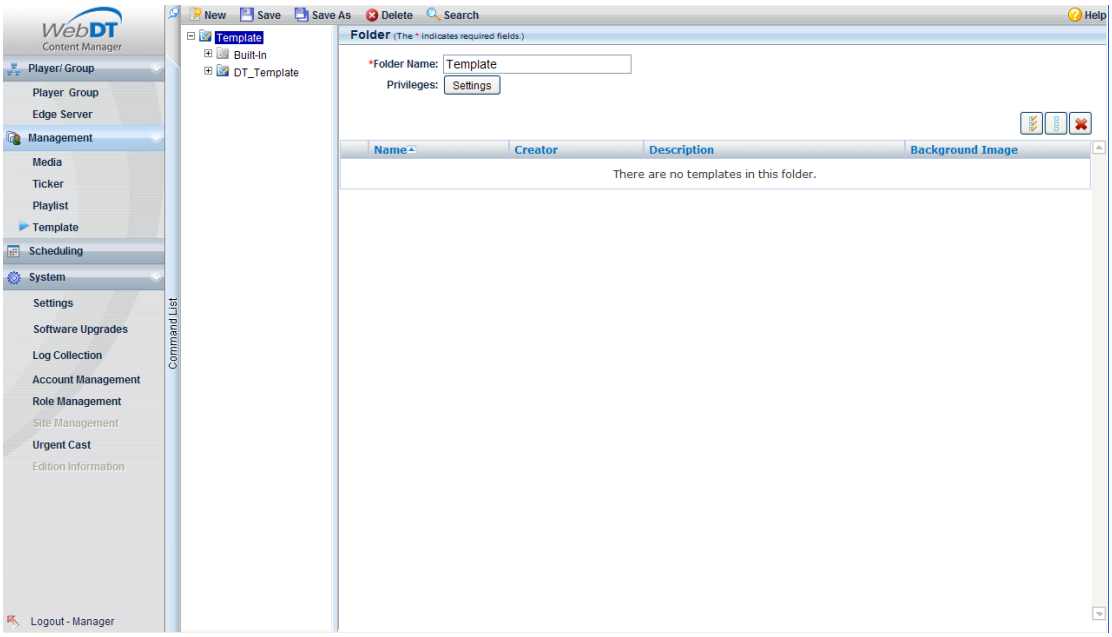


Figure 200

1. Click **New** and select the **New Folder** command.
2. Enter the name of the folder in the **Folder Name** field.
3. Click and set privileges for this folder.
4. Click **Save** to save the folder.

Creating a Template from a Built-in Template

Instead of creating new templates, you can select a built-in template and modify it, then save it as a new template.

1. Click the **Built-in** folder from the left section of the **Template** sub-section as shown in 190:

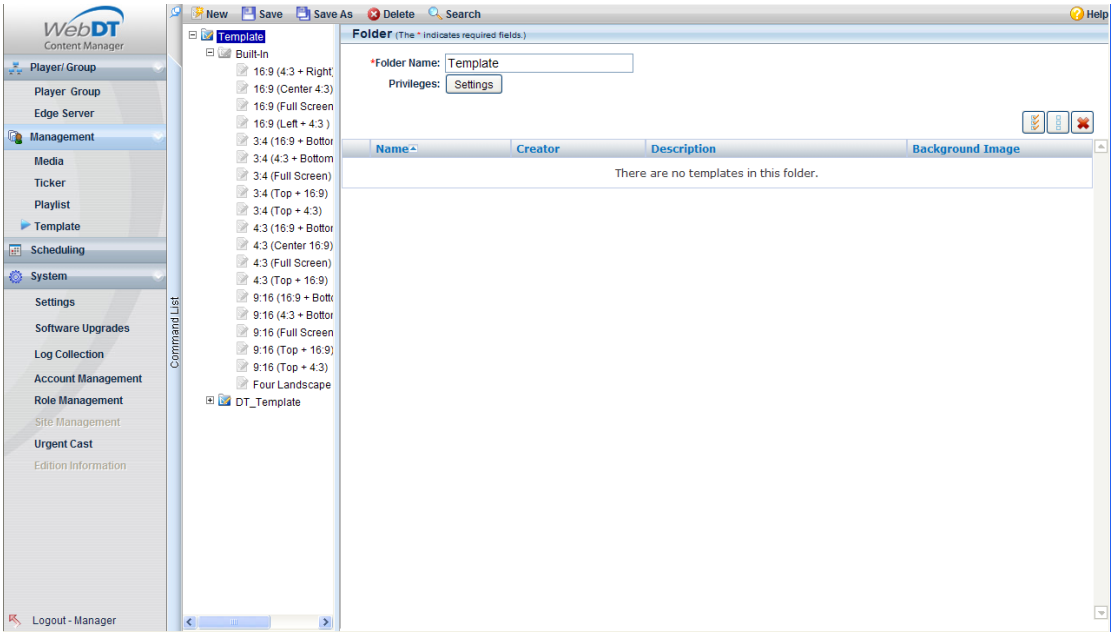


Figure 201

A list of built-in templates is displayed on the screen including basic layout templates for 16:9 and 4:3 screen ratio in landscape or portrait mode.

2. Select a built-in template from the list. The layout of the template and editing options are displayed in the right-hand window as shown in figure 202:

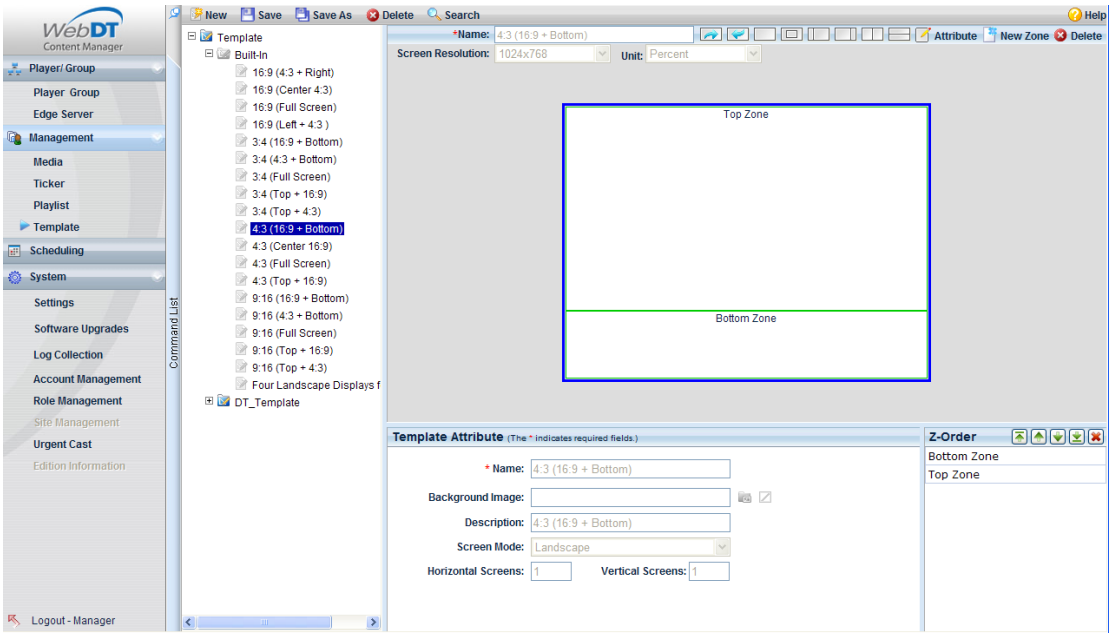


Figure 202

3. Click **Save As** to save the selected template as a new template as shown in figure 203.

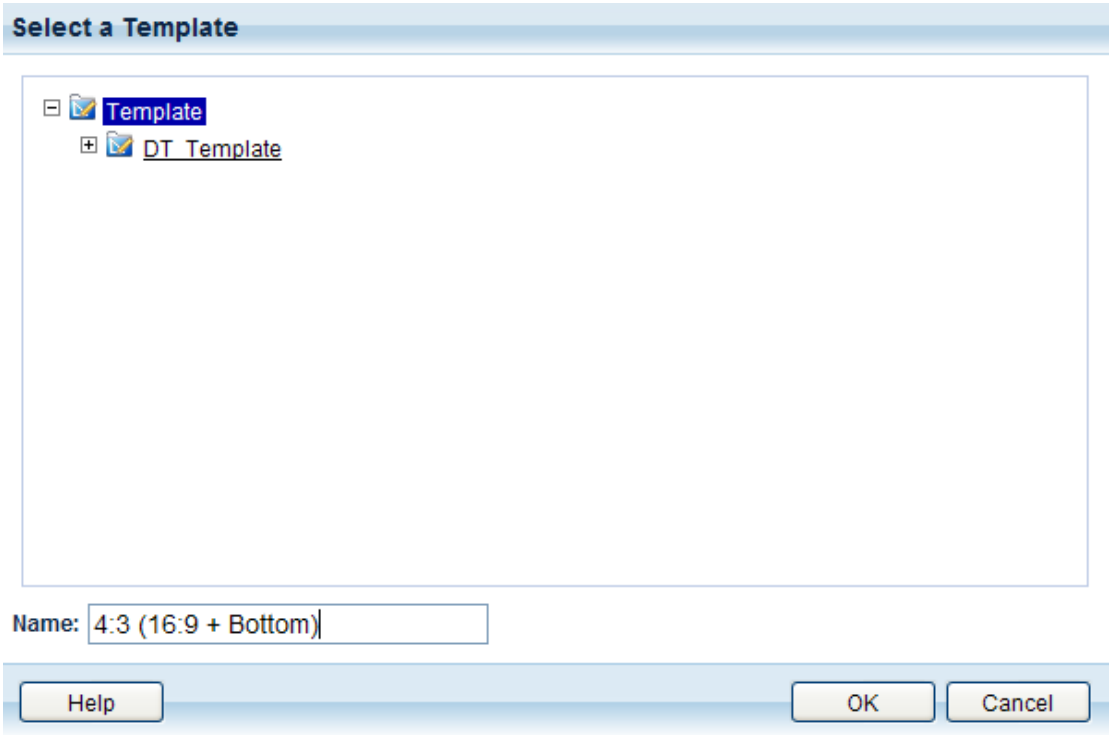


Figure 203

4. Enter the **Name** of the new template and click **OK**.

The template is now saved as a new template, so you can edit it based on the existing layout.

Creating a New Template

To create a new template, follow the steps below.

1. Select the destination folder.
2. Click **New** and select the **New Template** command. The **Template** screen displays as shown in figure 204.

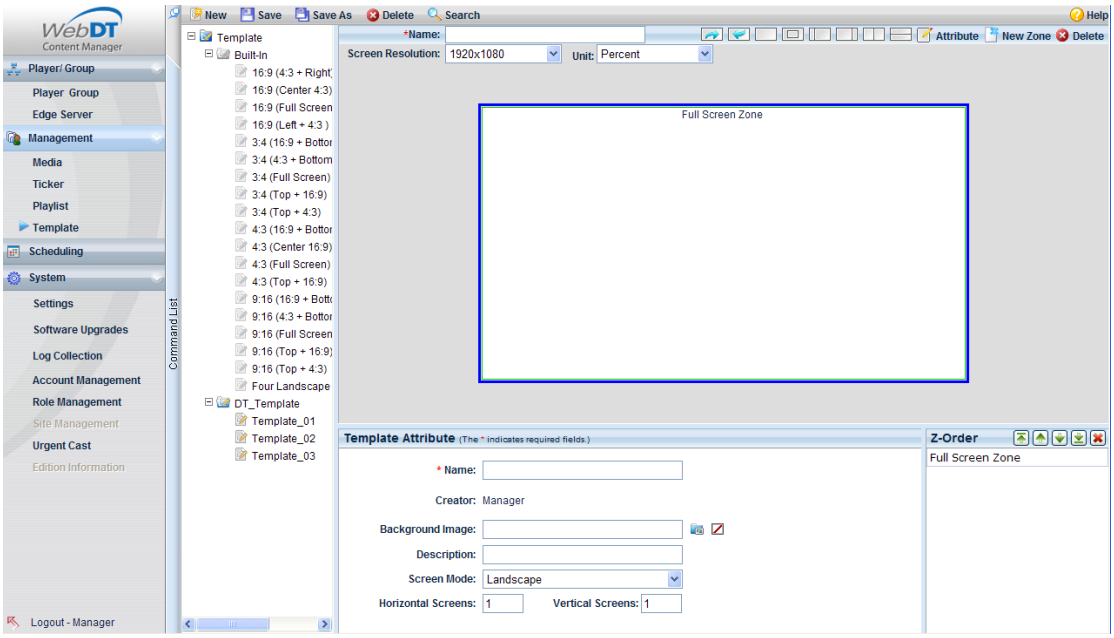


Figure 204

3. Enter a name for the template in the **Name** field.
4. Select the template type from the **Screen Resolution** drop-down menu to adjust the resolution of the screen zone.

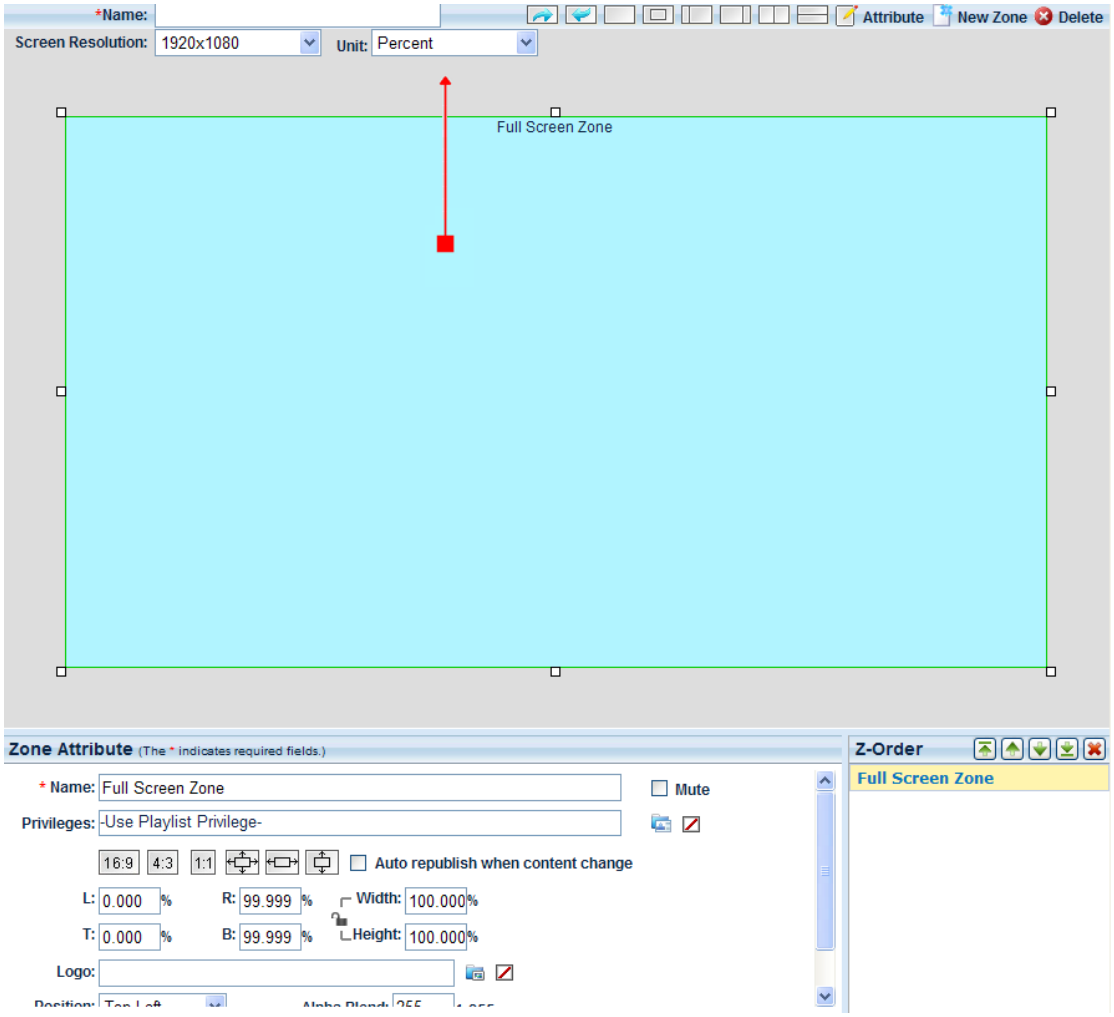


Figure 205

5. From the **Unit** drop-down menu, select the unit type: Percent or Pixel.

Note	**If you use Percent as the unit, each zone position and size will be showed as a percentage in Zone Attribute. You will have to divide the media size to the screen resolution to get a percentage and fill in the Zone Attribute section.** **If you use Pixel as the unit, each zone position and size will be showed in pixels directly.**

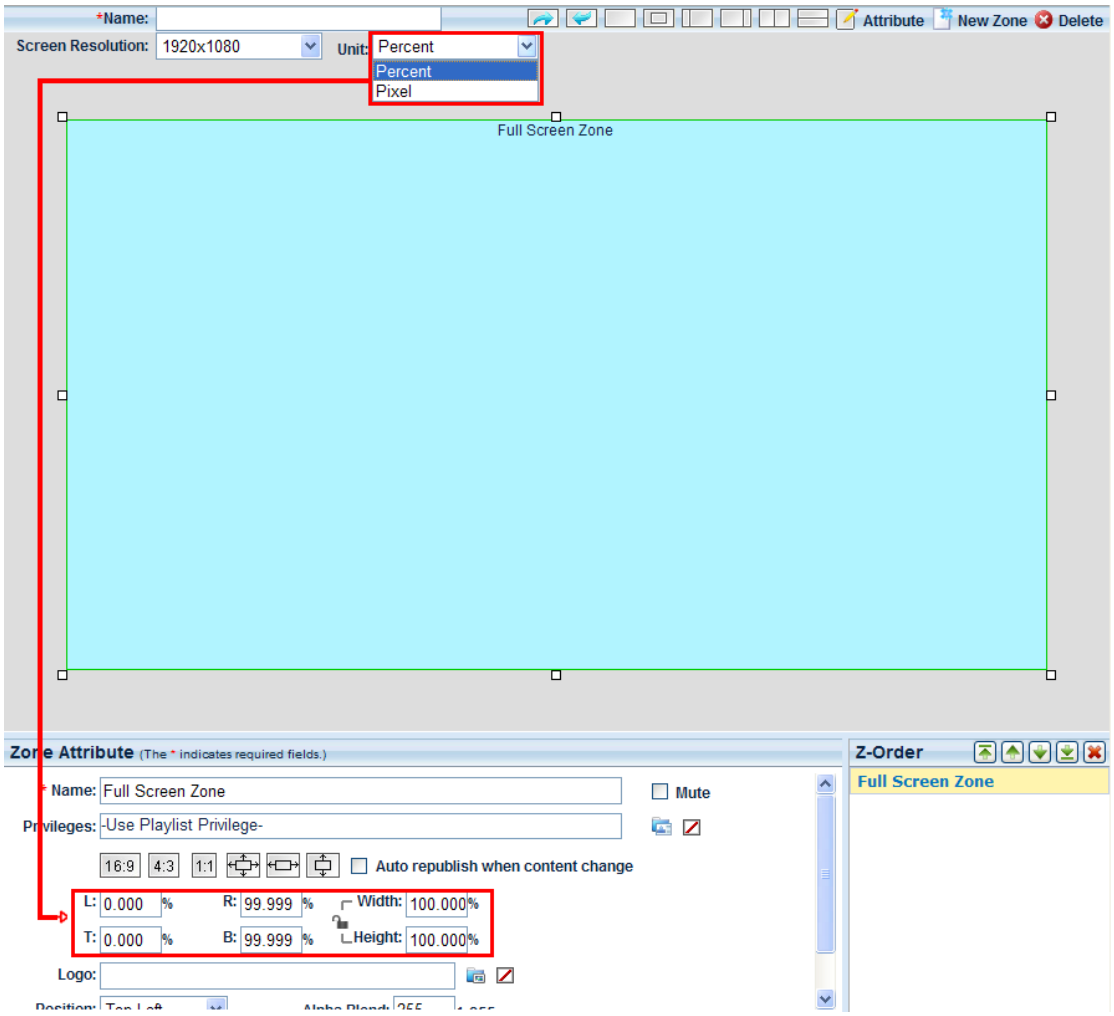


Figure 206

Note	**Media files with an exact size allow you to select your resolution type and then use Pixel as the unit. If you don't have media files prepared but want to edit the template to a specific layout, you may use Percent as the unit to define the look of your template.** **You can use Percent to edit the layout of your template first, and then switch to Pixel to quickly display the dimensions (in pixel) of each zone.**

6. In the **Template Attribute** frame, select a **Background Image** for the template.
7. Select a normal zone or ticker zone and click the **Privileges** to set zone privileges. Click the privileges button ( ). A Privileges window displays. In

the left-side column, select the roles or accounts and add to the right field; the roles and accounts can edit media and ticker lists in the zone. In the right-side column, select the roles and accounts and to the left field to cancel use Privileges.

8. In the **Screen Mode** drop-down menu, select landscape or portrait.
   Under Screen Mode, input number of screens in horizontal and in vertical if you have more than one screen.

The number you input into **Horizontal Screens** text field means how many screens you need in every horizontal line.

The number you input into Vertical Screens text field means how many screens you need in every vertical line.

9. E.g. user inputs 3 in the Horizontal Screens and 4 in the Vertical Screens; the template will show in 3*4=12 screens.
10. Click on **Save** to save the template using the description in the **Name** field

    Or

    Click **Save As** to provide a different name.

Note	**Maximum number of screens is 16 for one template. You can select different layout combinations for the multiple screens; e.g. 2 in horizontal x 3 in vertical, then the total number of screens will be 6. You can use Percent to edit the layout of your template first, and then switch to Pixel to quickly display the dimensions (in pixel) of each zone.**

Adding New Zones

To add a new zone:

Click the Preset buttons on the top menu bar

Or

Click **New Zone** and add new zones individually.

The currently selected zone is highlighted in blue. All the added zones are displayed on the screen and listed in the **Z-Order** window.

Note	**Each template can include up to 16 different normal zones and 2 ticker zones in WCM 4.0. If you add more than 16 zones in one template, a warning message shows "Maximum number of zones reached. Cannot create new zone" displays.**

ADDING A NORMAL ZONE

To include a new normal zone in a template:

1. Click on the **New Zone** button.
2. Select **New Normal Zone**.

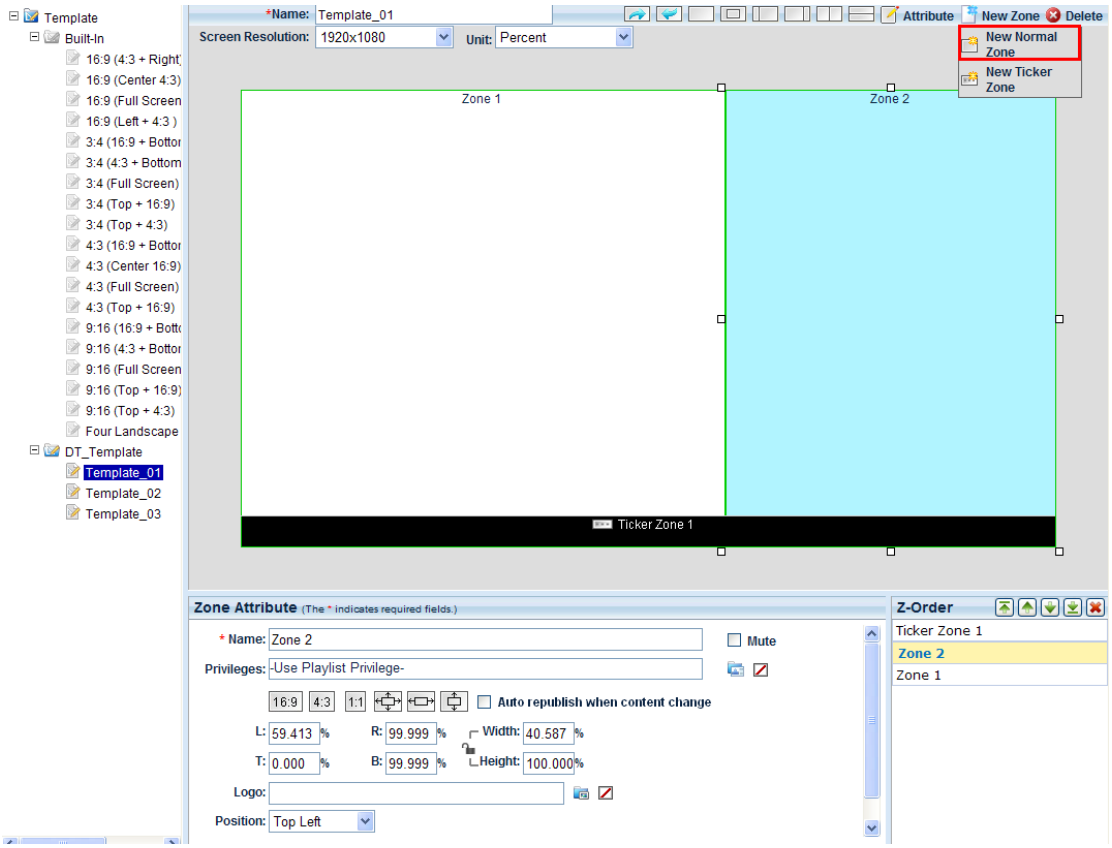


Figure 207

The new zone displays in the zone panel, highlighted in blue.

3. Fill in the required information in the Zone Attribute frame.
   Set the percentage height of the zone according to the height of your screen resolution.

For example, to add a 1024x768 zone top left corner on a 1920x1080 template, enter the values shown in figure 208:

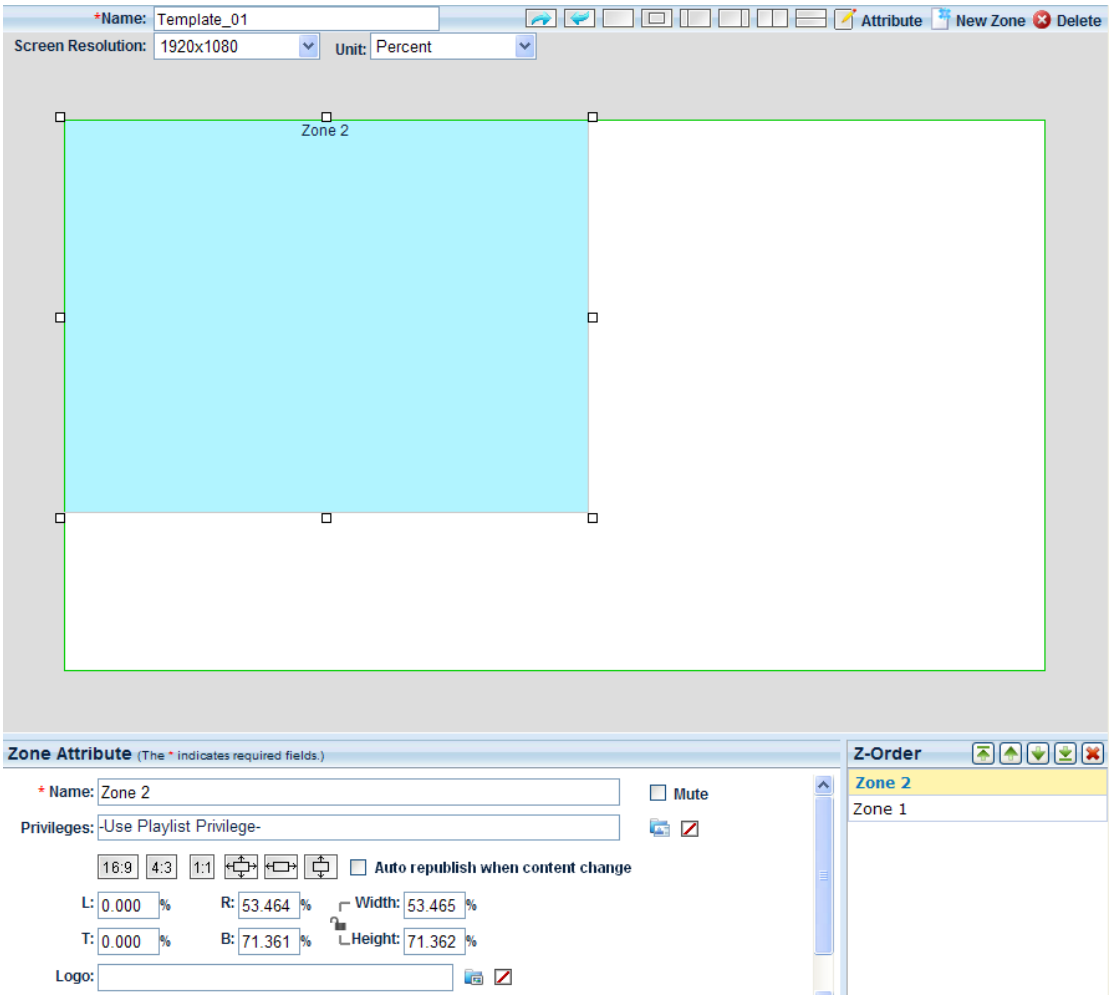


Figure 208

4. Click **Save** to save the current template.

ADJUSTING NORMAL ZONE ATTRIBUTES

To adjust the **Zone Attributes**, use the following guidelines:

1. Select the zone by clicking on it or by clicking on the zone name in the Z-order window.

The **Zone Attributes** window displays the attributes of the selected zone.

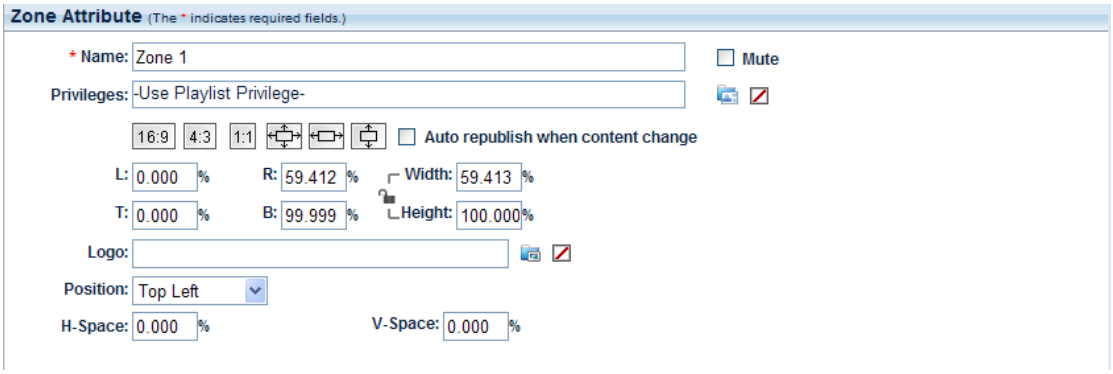


Figure 209

2. Fill in the required fields and change the settings listed in the following table.

Field	Description
Name	Enter a name to identify the zone (Required).
Mute	Click to mute the audio in the zone.
Privileges	Click to set privileges for this zone.
16:9 4:3 1:1	Resize the selected zone ratio automatically to one of three preset values.
	Center the selected zone horizontally, vertically, or both.
Adjust Location	Define the L(left), R(right), T(top), B(bottom), Width and Height fields. Move the zone by dragging the zone outline; the values in the L, R, T and B are changed accordingly.
Adjust Size	Resize the zone by dragging one of the eight handles on the zone outline or enter Width and Height Values. The icon button locks the aspect ratio, while the icon unlocks the aspect ratio.

Logo	Select the logo image of the zone. The image can be a PNG file, which can set transparency to hide the background, etc.
Position	Click to set logo position in the zone. There are 4 values: Top Left, Top Right, Bottom Left, Bottom Right. Select one corner and the H and V space to the logo.
H-Space	Click to set logo horizontal spacing to the selected logo. It cannot be bigger than the width of the zone.
V-Space	Click to set logo vertical spacing to the selected logo. It cannot be bigger than the height of the zone.

Note	**To change the displayed Unit in the Normal Zone Attributes frame, select Pixels or Percentage from the Unit drop-down menu.**
Note	**When a zone is added, a default zone name is assigned. To change the zone name, enter the** name **of the Zone in the** Name **field.**
Note	**While moving or resizing two zones positioned closely together, the zones automatically align, leaving no space in between.**

ADDING A TICKER ZONE

To include a ticker zone in a template:

1. Click on the **New Zone** button.
2. Select **New Ticker Zone**.

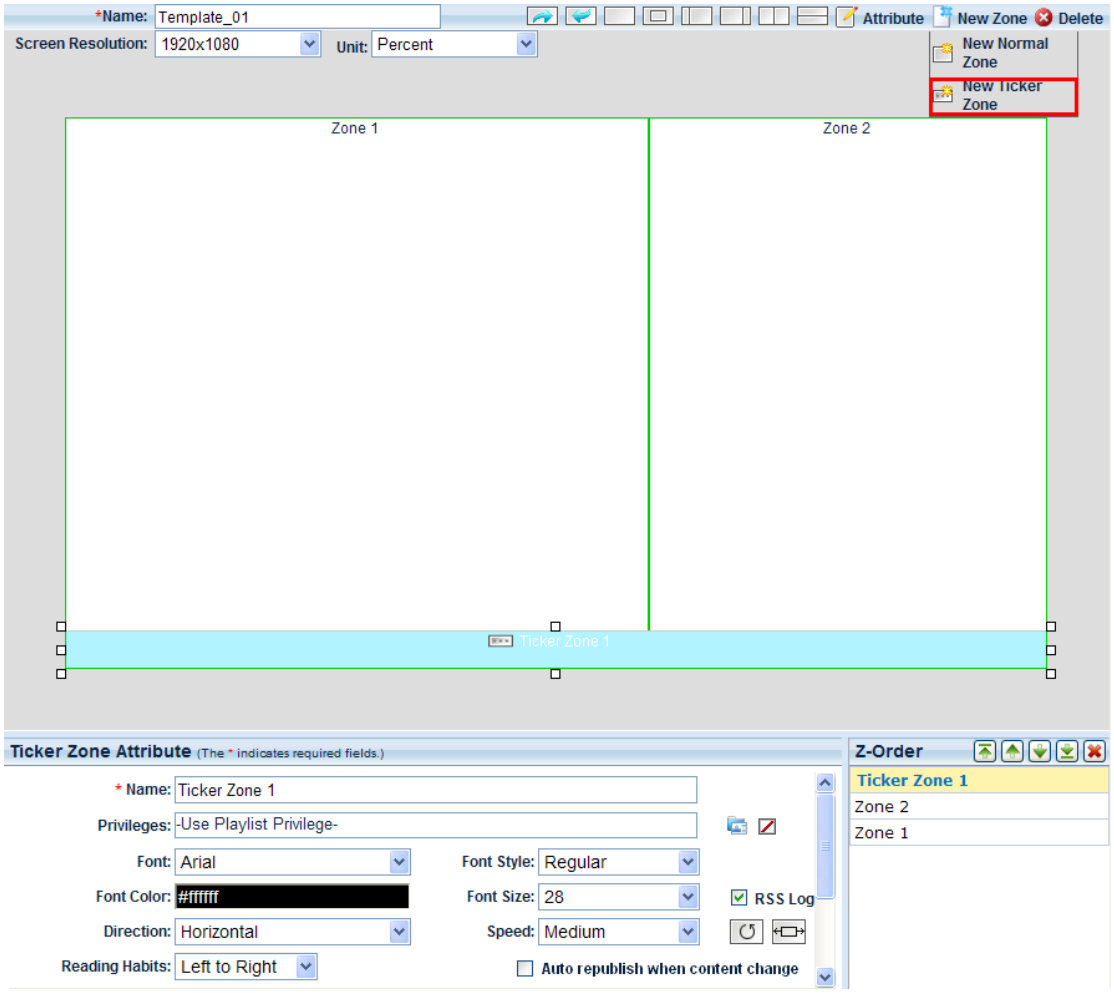


Figure 210

The new ticker zone displays at the bottom of the zone.

3. Fill in the required information in the Ticker Zone Attribute frame.
   Set the percentage height of the zone according to the height of the screen resolution.
4. Click **Save** to save the current template.

ADJUSTING TICKER ZONE ATTRIBUTES

To adjust the **Ticker Zone** attributes, use the following guidelines:

1. Select the zone by clicking on it or by clicking on the zone name in the Z-order window.

The **Zone Attributes** window displays the attributes of the selected zone.

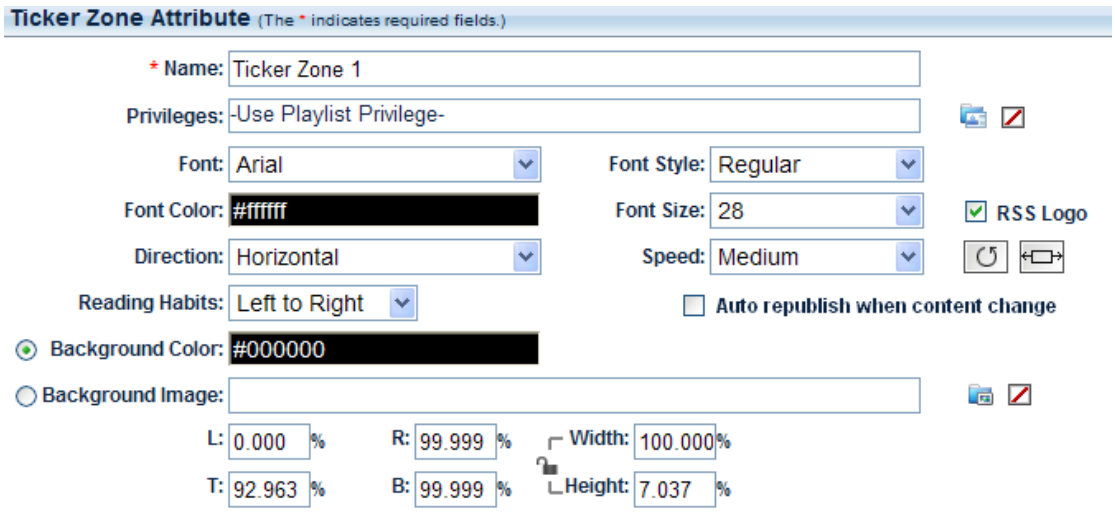


Figure 211

2. Fill in the required fields and change the settings listed in the following table.

Field/Icon	Description
Name	Enter a name to identify the ticker zone. (Required)
Privileges	Click to set privileges for this zone.
Font	Select font face from the drop down menu that exists in the player.
Font Style	Select font style from the drop down menu that exists in the player.
Font Color	Select the color of the text.
Font Size	Select the size of the text :16,18,20,22,24,26,28,32,36,48,72.
RSS Logo	Check box to display the RSS logo.
Direction	Select the display direction of the ticker: Horizontal, Roll up, Roll down.
Speed	Select the display speed of the ticker: Medium, Fast or Slow

Reading Habits	Select the reading orientation of the ticker: Left to right or Right to left.
Restore	Click to restore content to default size and position. **Note:** The default ticker size and position is 76 pixels high, the same width as the screen and always located at the bottom.
Align Horizontally	Click to center the ticker zone horizontally.
Background Color	Select the background color of the Ticker Zone.
Background Image	Select the background image of the Ticker Zone.
Adjust Location	Define the L(left), R(right), T(top), B(bottom), Width and Height fields. Move the zone by dragging the zone outline; the values in the L, R, T and B are changed accordingly.
Adjust Size	Resize the zone by dragging one of the eight handles on the zone outline or enter Width and Height Values. The icon button locks the aspect ratio, while the icon unlocks the aspect ratio.

Note	**To change the displayed Unit in the Ticker Zone Attributes frame, select Pixels or Percentage from the Unit drop-down menu.**
Note	**When a zone is added, a default zone name is assigned. To change the zone name, enter the *name* of the Zone in the *Name* field.**
Note	**While moving or resizing two zones positioned closely together, the zones automatically align, leaving no space in**

	between. **A thicker line between two zones shows that the two zones have no space in between.**

Setting Template Attributes

Click the **Attribute** icon on the menu bar to switch from **Zone Attributes** to **Template Attributes**.

You can change the name of the template in the **Name** field.

1. Click Settings and set privilege for this Template

2. To select a **Background Image**, click the button. The **Select Background Image** screen displays as shown in figure 212:

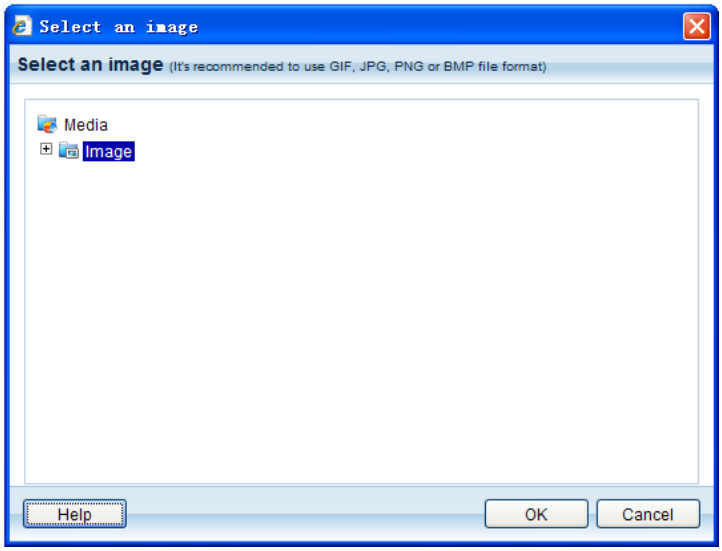


Figure 212

Note	**The background of a template can be blank or an image.**

3. Select an image and click **OK** to finish. To delete the background image, click the button.

4. Enter the description of the template in the Description field.

5. Select an aspect ratio from 16:9, 4:3, 9:16 or 3:4 in the **Screen Ratio** drop-down list box.

ZONE PRIVILEGES

Click any zone in the layout to switch to the **Zone Attributes**. User can set the zone privileges in the **Privilege** label, to control which users can modify the **media list** in the zone.

Note	**By default the setting is *Use Playlist Privilege*, the user who can modify the playlist can modify the zone.**

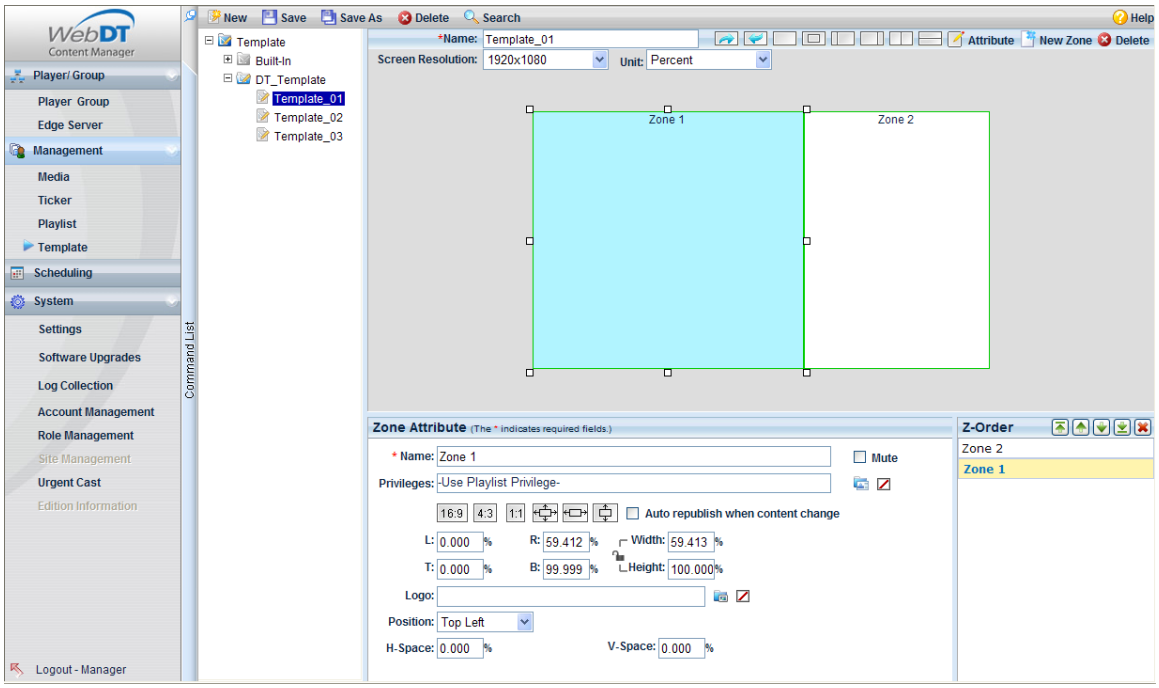


Figure 213

1. Click the to open the Zone Privilege dialog as shown in figure 214.

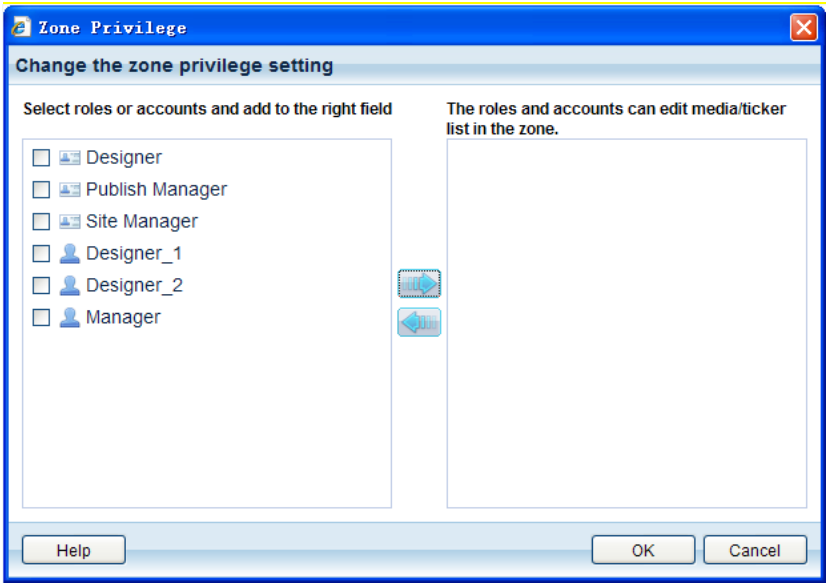


Figure 214

2. Select roles or accounts and click to add them to the allow list; click to remove the selected accounts.

3. Click OK button to close the dialog. The privilege label is as shown in figure 215:

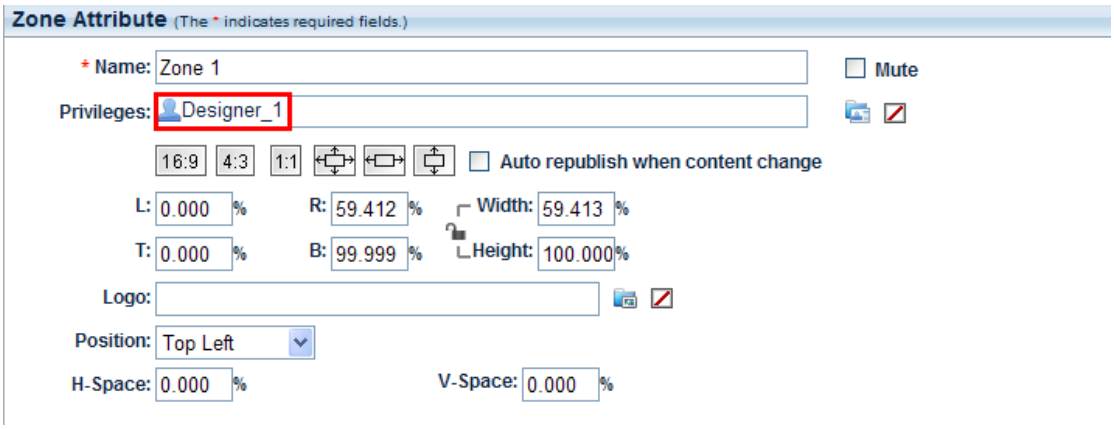


Figure 215

4. Check the **Auto republish when content change** to auto republish the schedule when the zone is changed.

5. Click Save to save the template, the zone privilege settings are changed.

Setting the Z-Order

The Z-Order window at the bottom-right of the Template sub-section allows you to adjust the order of each zone.

- The uppermost zone is the topmost layer, which is completely visible.
- The lower layer zones may not be completely visible – upper layer zones may overlay some areas.

1. To select a zone, click on the name of the zone or click on the zone rectangle. The selected zone is highlighted in light yellow color.
2. To move the selected zone to the top, one layer up, one layer down or to the bottom or delete the zone, click respectively.

Saving a Template to a New Location

You can save an existing template to a different location.

1. Click on the **Management** | **Template** main menu.
2. In the Template column, select the target template.
3. Click **Save As**.

The Select a Template window displays.

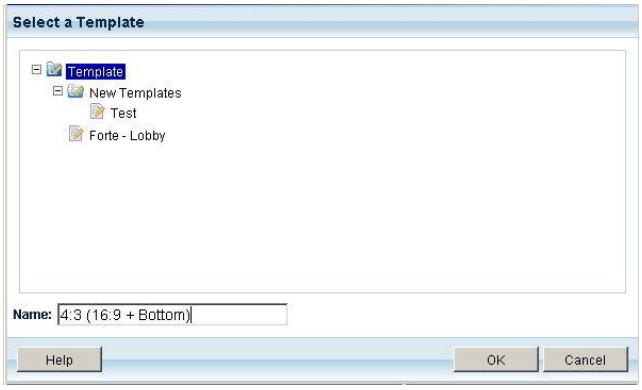


Figure 216

4. Select the target Folder.
5. In the **Name** field, select a new name (not required).
6. Click **OK**.

The template is now saved in a different location.

Searching for a Template

The **Search** function scans rapidly through templates stored on the system to find a requested entry as specified in the search criteria. This function is particularly useful if there are a large number of templates stored on the system.

1. Click **Search** as shown in figure 217.

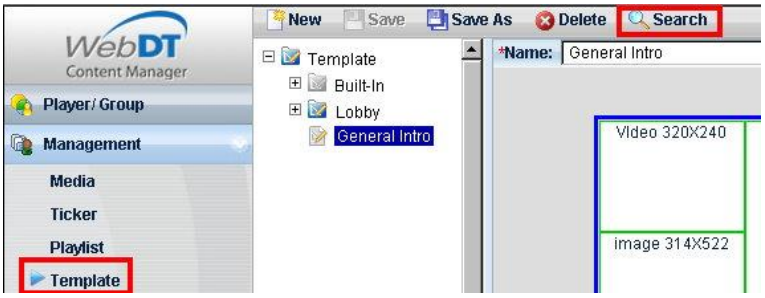


Figure 217

The **Search Template** screen displays as shown in figure 218.

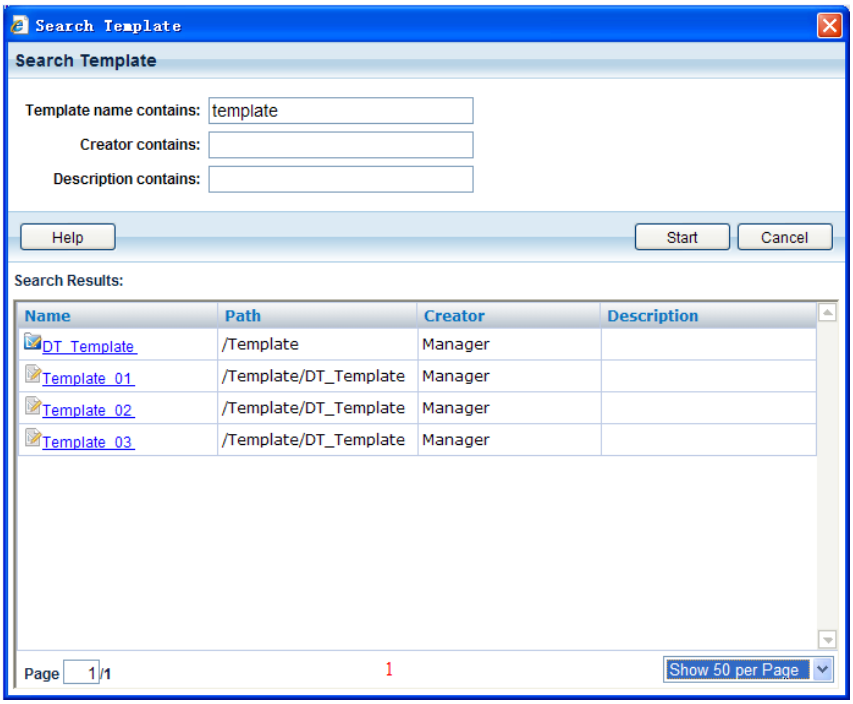


Figure 218

2. Enter search criteria in the **Template Name**, **Owner**, and/or **Description** fields.

Note	**If the entire file name is unknown enter part of the name, creator or description to display all playlists containing those parts.**

3. Click **Start** to begin the search. Matched templates are listed in the **Search Results** window.

Note	**If the search criteria are left blank, then all templates are listed.**

Privilege Management

In **Media/Ticker/Playlist/Template/Software Upgrades/Urgent Cast module**, you can set the privileges on the files and file folders, to control what functions the users can or cannot do.

In WebDT Content Manager, child nodes will inherit privilege settings from their parent nodes. Each roles and accounts will inherit unless they have own setting on current node.

For any node, you should have read privilege on all its parent folders to ensure you can read or modify it.

Privilege Actions

Click **Setting** button after the **Privilege** label as shown in figure 219.

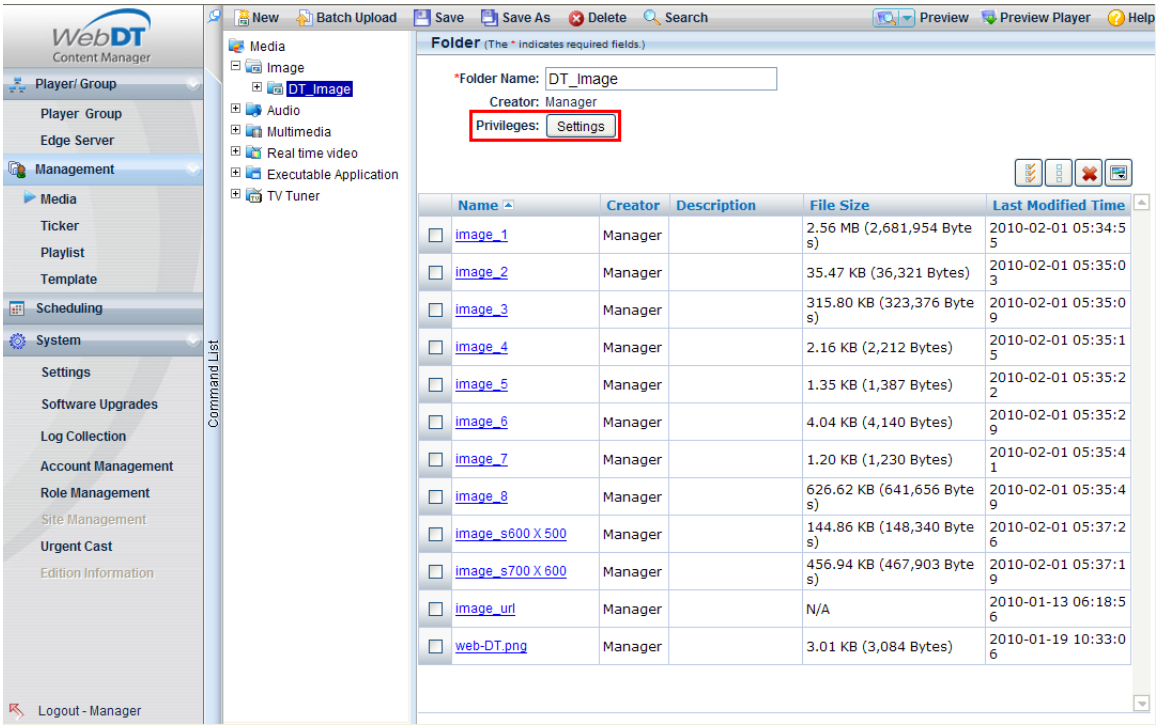


Figure 219

The **Privilege** screen displays as shown in figure 220.

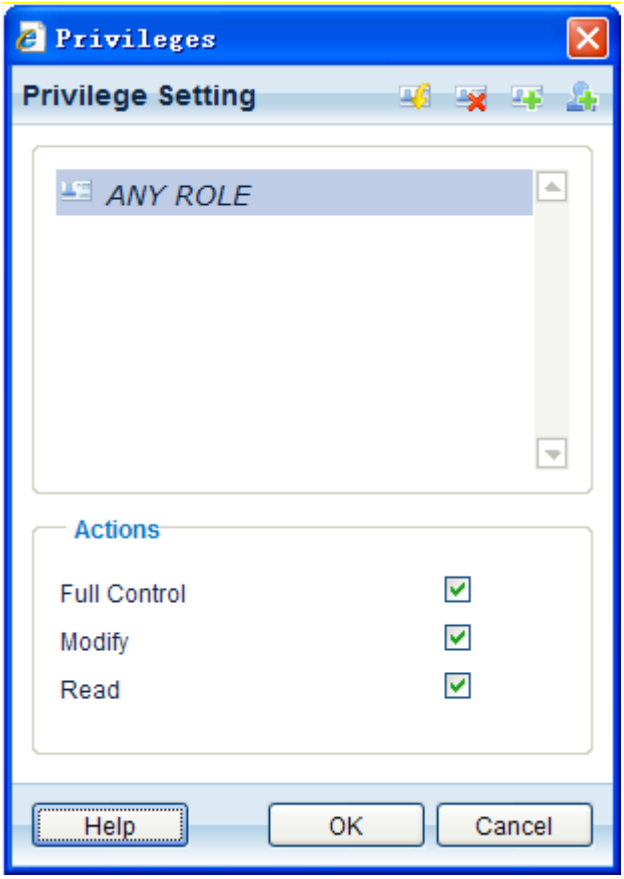


Figure 220

For each role or account, there are action settings for it:

Action	Description
Full Control	Can perform all functions with the file/file folder. Can change the privilege settings with full control. When checked, all the other actions are checked.
Modify	Can create new files/folders under the folder, edit/delete the file.
Read	Can see the file/file folder in Content Manager. When it is unchecked, all the other actions are checked off.

The buttons in the toolbar are:

Button	Description

Set as parent	Setting all the privilege setting as parent folder
Delete a role/account	Deletes the selected role or account.
Add a role	Adds a role in the privilege settings.
Add an account	Adds an account in the privilege settings.

Note	**The Site Manager role is the built-in role; it is listed in every node with full control privilege but cannot be edited or deleted.**

Note	**If an account is member of several roles, its privilege setting is the combine of privilege setting of these roles.**

Adding a role

1. Click to add roles to the list as shown in figure 221.

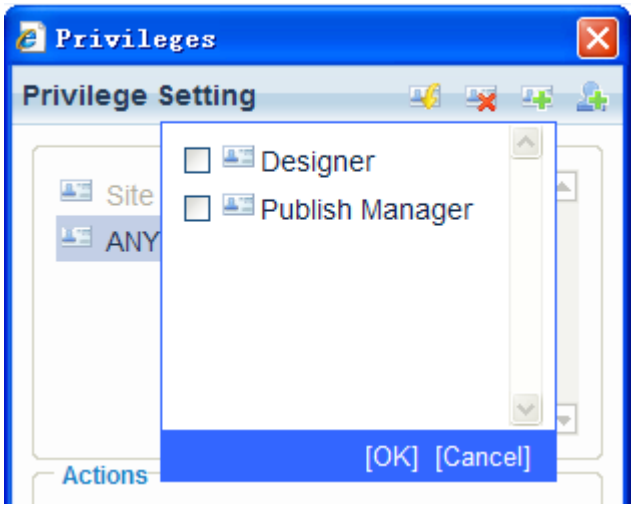


Figure 221

2. Select the roles and click **[OK]** button to add them.
3. Click **[Cancel]** button to close the dialog without adding any role.

Adding an account

3. Click to add an accounts to the list. Select accounts and click **[OK]** button as shown in figure 222.

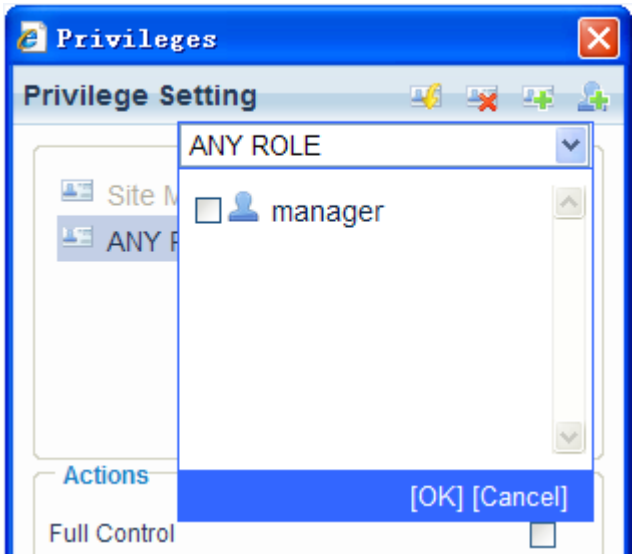


Figure 222

4. Click the drop menu to select a role to filter the accounts as shown in figure 223.

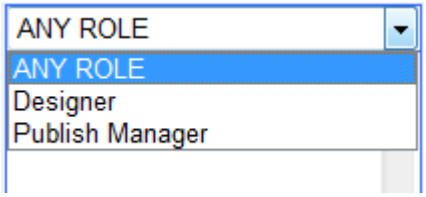


Figure 223

Deleting a role/account

1. Select a role/account and click to delete the selected role/account.
2. The selected role/account is deleted form current node.

Restore the privileges

1. Click to set the privilege setting as parent folder.
2. All the roles/accounts will be inherited from parent folder.

Chapter 5

Schedule and Publishing Management

After creating the playlists, **WebDT Content Manager** offers the user a weekly calendar GUI (Graphic User Interface) to schedule the programs that run on players defined within the groups.

Main Features

- **Arrange schedule**: a user with edit privileges set up playback schedule for players in specific groups.
- **Request or publish schedule**: An **account without publish privileges** can request to publish a schedule. An **account with the publish privileges** can publish a schedule without approval.
- **Publish, Back to Edit and Reject schedule**: An account decides to publish, back to edit or reject a publishing request from a user without publish privileges for the group.
- **Prepare to publish Schedules**: An **account with publish privileges** can change the schedule to Prepare for publication status, to check the schedule before it is published.
- **Generate Report**: User with read privileges can view the actual playback report of specified groups.

Note	**The schedule cannot be modified when the status is Publish or Prepare for publication.**

Menu Elements

The general **Schedule** operational buttons (Main Tab Menu) seen above the calendar view are listed below:

- **Request**: Click this button to send schedule request to the account with Publish Schedule/Spot List privileges to request schedule publishing. This

button will be enabled only if the current editor has Edit Schedule/Spot List privileges.

- **Approve/Publish**: Click this button to approve or publish a schedule request for the group. This button is enabled only if the current editor has Publish Schedule/Spot List privileges.
- **Report**: Click this button to open the report dialog screen.

The following is a short description of the menu elements found in the Schedule management menus.

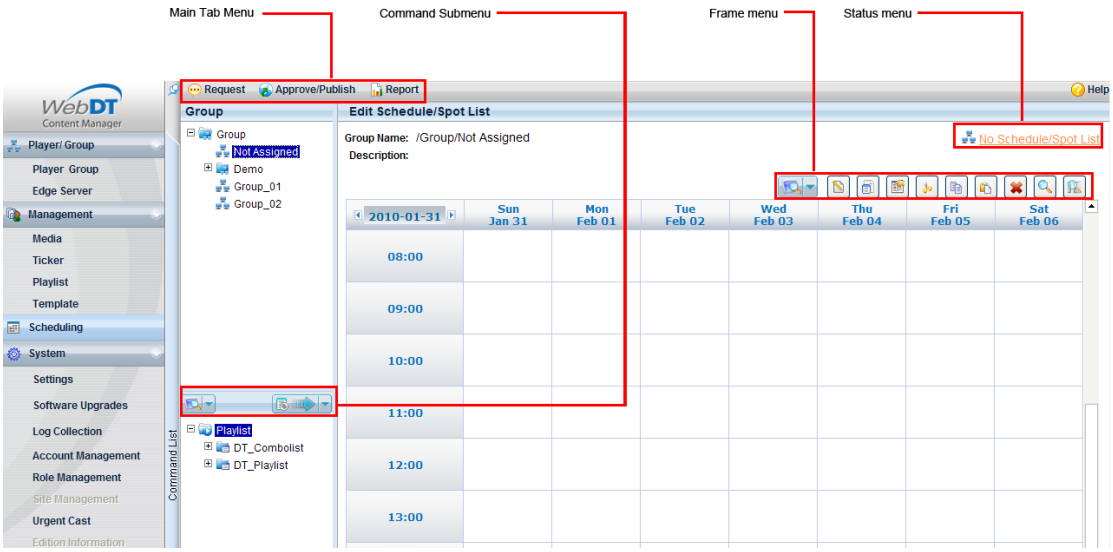


Figure 224

Main Tab Menu

The table that follows describes the Main Tab menu functions.

Icon	Menu	Description
	Request	Requests authorization to publish a schedule.
	Approve/Publish	Publish, approve or reject a requested schedule.
	Report	Creates a report of played media content and schedules in a selected date range.

Command Submenu

The table that follows describes the Command Submenu Tab menu functions.

Icon	Menu	Description
	Select Player and Preview	Click to preview directly or click the drop down menu to select certain preview players to preview.
	Insert Playlist /Spot List	Click to insert the selected playlist as normal playlist or spot list into the selected cell.

Frame Menu

The table that follows describes the Frame menu functions.

Icon	Menu	Description
	Select Player and Preview	Click to preview directly or click the drop down menu to select certain preview players to preview.
	Edit Schedule/Spot List	Click to begin modifying the selected schedule/spot list.
	Set Ticker	Click to place a ticker event in the selected schedule.
	Set Date Range	Click to select a date range for the selected calendar cell.
	Cut Cell	Click to remove the selected schedule/spot list cell.
	Copy Cell	Click to copy a selected schedule/spot list cell.
	Paste Cell	Click to paste schedule/spot list cell stored in clipboard.

	Delete Cell	Click to delete selected schedule/spot list cell.
	Search Schedule	Click to begin a search for a particular playlist, media file or ticker by keyword in a specific time range.
	Search Time Slot	Click to search for a schedule playlist in a particular time slot.

Status Menu

The table that follows describes the schedule status menu function.

Icon	Description
	All schedules in this group have been published.
	No schedules in this group.
	Some schedules have not been published yet.
	Schedule requests in this group waiting for approval.

Working with Schedules

As shown in figure 225 the scheduling feature is presented in a calendar view providing dates against times in a weekly chart . Each cell in the calendar represents an hour.

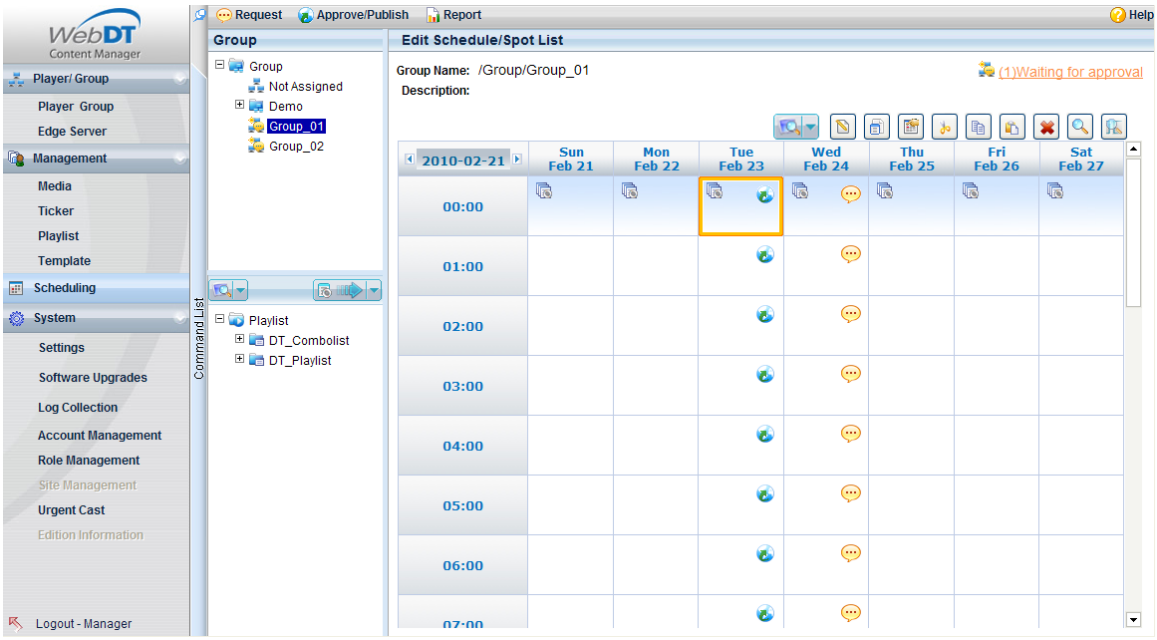


Figure 225

Schedule

ARRANGING SCHEDULES

To arrange the play content and schedule of a group, follow the steps below:

1. Select a pre-defined group as shown in figure 226:

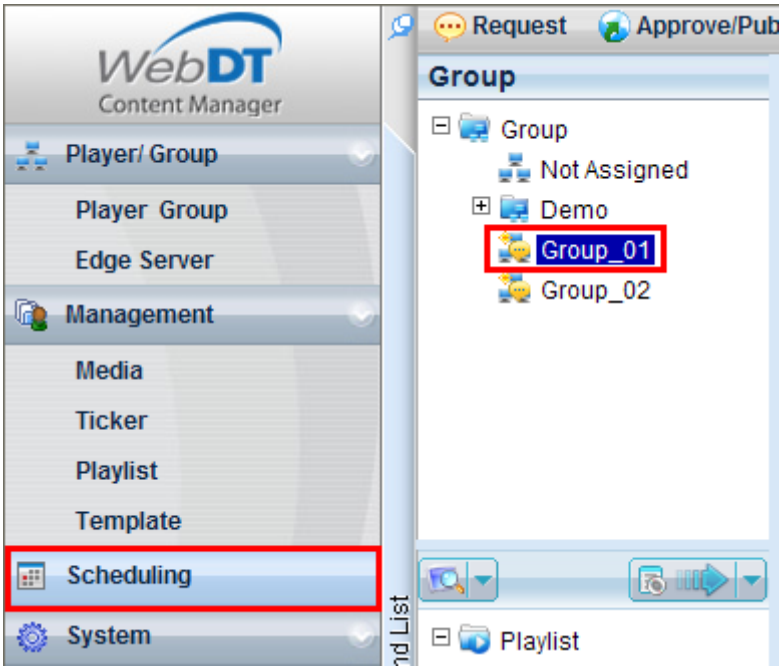


Figure 226

2. Select a cell in calendar view where the playlist will be scheduled as shown in Figure 226.
3. Collapse the playlist tree that appears in the lower left section of the Scheduling windows. Select the playlist you want to add, and then click to add the selected playlist into the schedule cell. Schedule cells can have multiple playlists added and associated as shown in figure 227:

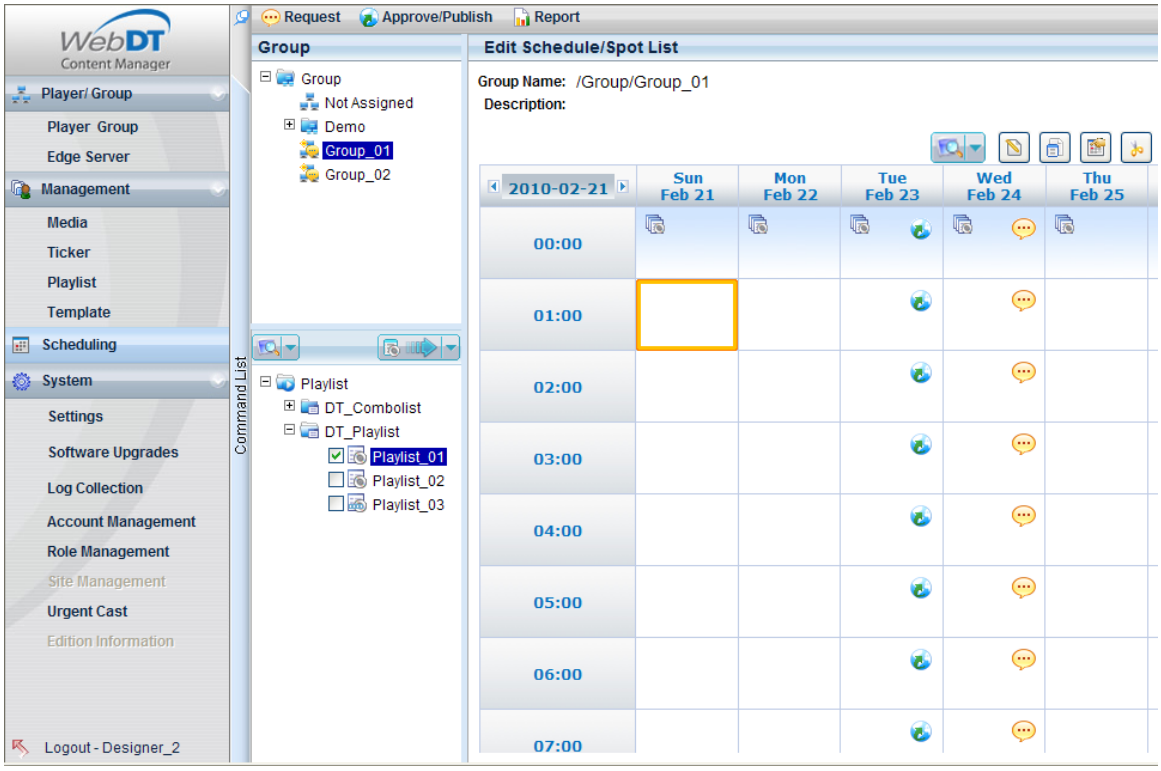


Figure 227

A warning is displayed if the new selected playlist has an overlap time with the playlist on the weekly calendar. The user will be prompted to reduce the duration to fit the time slot.

The definition of each graphic icon displayed in Group area in the **scheduling** section listed as below:

- : All schedules in this group have been published.
- : No schedules in this group.
- : Some schedules have not been published yet.
- : Schedule requests in this group waiting for approval.

The above icons are displayed at the top right side of the weekly calendar view to show the status of schedule set in a specific date range.

The definitions of each graphic icon in a schedule cell are listed below:

- : Schedule has been published.
- : The current schedule is waiting for approval.
- : Schedule Tickers are scheduled in the time slot.
- : A scheduled playlist is added to a schedule cell. When you mouse over the icon, a tool tip will display the name, start time, and end time of the playlist.
- : A Spot List is added to a schedule cell. When you mouse over the icon, a tool tip will display the name, start time, and end time of the playlist.

The background color of each cell has different definitions:

- White Cell: there is no playlist added in the time slot.
- **Fulfilled Blue Cell**: the schedule time slot has been completed by playlists within the selected date range.
- **Gradient Blue Cell**: playlists have been added to the schedule cell but do not fulfill the time slot.
- **Yellow Border**: indicates the current selected cell.

EDITING SCHEDULES

With the **Edit Schedule** privilege of a group, user can edit the schedule. To further review or edit the schedule, use the following guidelines:

1. Click the **Edit** button to open the **Edit Schedule** screen.

The Edit Schedule screen contains three areas as shown in figure 228.

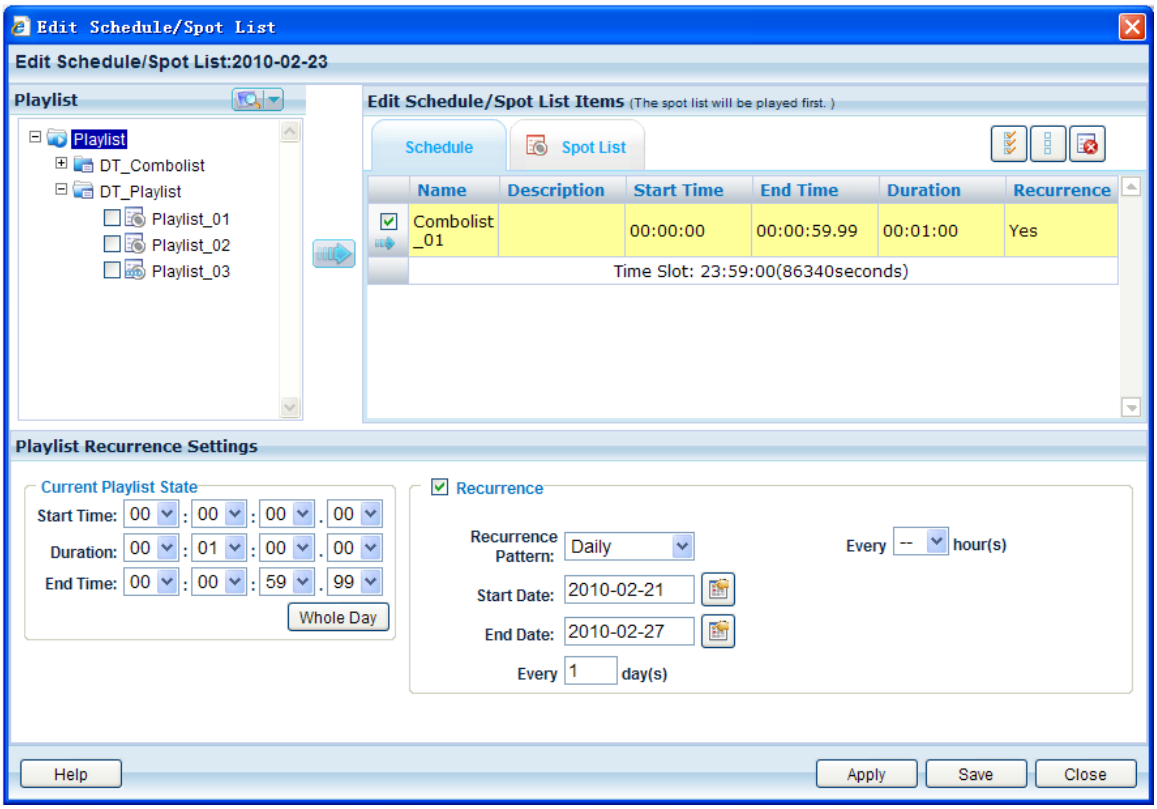


Figure 228

- **Playlist** area: contains the available playlists in the system.
- **Edit Schedule Items** area: lists all the playlists for the selected date. Adding and deleting a playlist is also available. Under Schedule tab, lists all the playlists for the selected date. Adding and deleting a playlist is also available. Under Spot list, displays all the spot lists for the selected date. Adding and deleting a spot list is also available.

Note	**In the Edit Schedule field, unscheduled time slots are displayed in the list including the size of the slot in seconds. This helps to ensure no time slots are omitted accidentally when scheduling playlists.**

- **Playlist Recurrence Settings** area: includes the duration and recurrence settings of the selected playlist.

2. In the **Playlist** frame, click the to add a Playlist to the **Edit Schedule Items** frame.
3. In the **Current Playlist State** frame, manually change the **Start Time**, **Duration**, and **End Time of** the selected playlist.

For example: To play the selected playlist for the entire day, click the **Whole Day** button. The **Start Time**, **Duration**, and **End Time** are set to 00:00:00.00, 24:00:00.00, and 23:59:59.99 respectively.

The **Recurrence** area enables the user to playback a playlist on an hourly, daily, weekly or monthly basis. There are four recurrence patterns: **Today Only**, **Daily**, **Weekly** and **Monthly**.

- **Today Only**: The playlist will play repeatedly according to the Every__ hour(s) set on the same day.
- **Daily**: Specify the number of days in the **Every __ day(s)** field for the playlist to play repeatedly within the specified date range.
- **Weekly**: Specify the day in a week for the playlist to play on a weekly basis in the specified date range.
- **Monthly**: Specify either a day in every month or a specific week of every month.

4. To delete a playlist, select the checkbox of the respective playlist and click the **Delete** button.
5. Click **Apply** to apply the changes and keep the dialog open for further editing.
6. Click **Save** to apply the changes and close the dialog screen.

SETTING TICKERS

This **Set Ticker** function is used to specify tickers for a single day or a date range.

Follow the steps below to place a set of tickers within a schedule page:

1. Click at the right upper side of the weekly calendar. A **Set Ticker** in **Schedule** screen displays as shown in 229.
2. Select **Tickers** from the pre-defined drop down list on the left section.
3. Click to move the tickers to the right section and set the date range.

   To change the order of the tickers, select the ticker and click or

   button. To delete a ticker from the list, click to delete the ticker.

4. In Settings area, set font color, size, style, background color, speed, reading habit position and direction for displayed tickers. Check or uncheck the RSS icon to decide if the RSS logo should be displayed.
5. Click **OK** to complete the ticker settings.

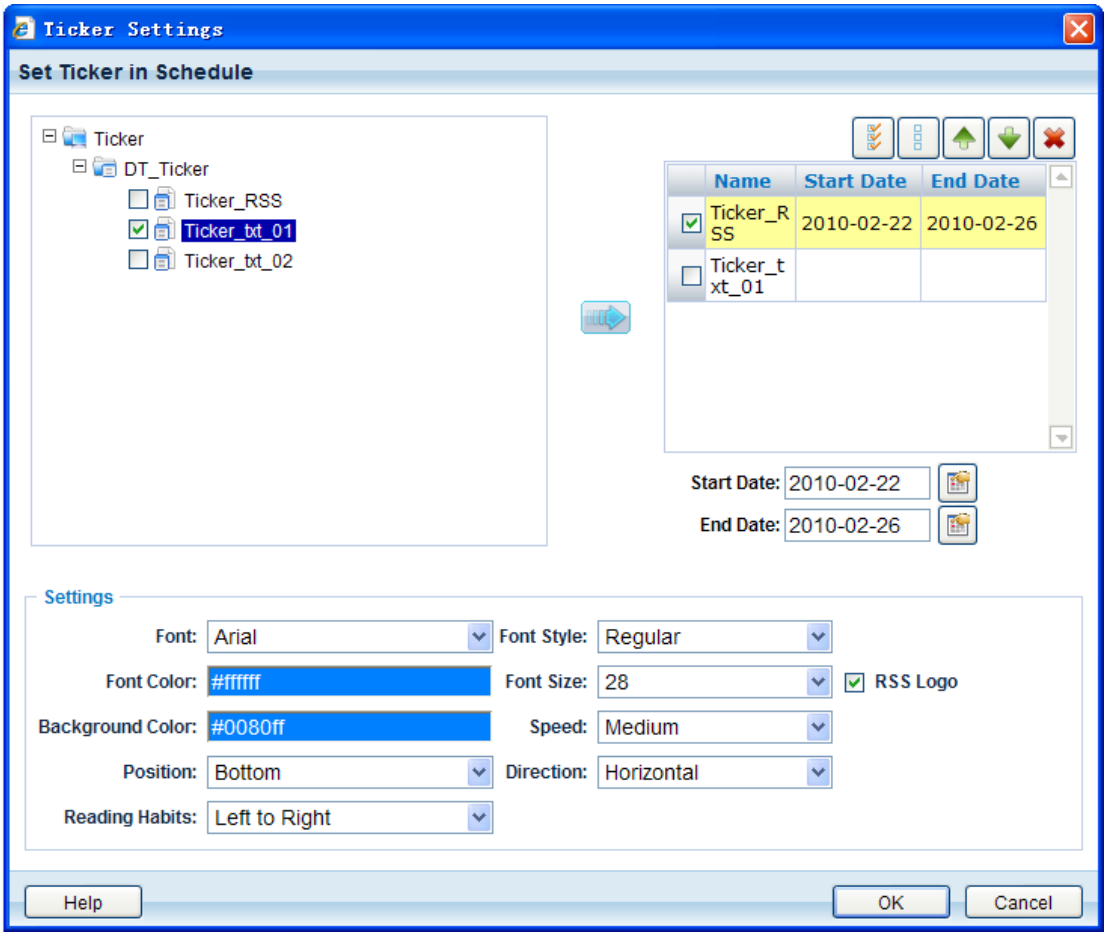


Figure 229

Note	**The Playlist ticker will overwrite the Schedule ticker.**

REQUESTING SCHEDULE PUBLISHING

After editing a group schedule, you can publish the schedule/spot list to the player(s). For **Users who do not have Publish Schedule/Spot List** privileges but do have Edit Schedule/Spot List privileges, click on the **Request** button to request **approval** for the schedule.

If you are a **User who has Publish Schedule** privileges, you don't need to request approval and when click Request button, it will pop up error message..

Follow the steps below to send a schedule publish request for approval:

1. Click **Request** to open the **Request to Publish** dialog screen as shown in figure 230.

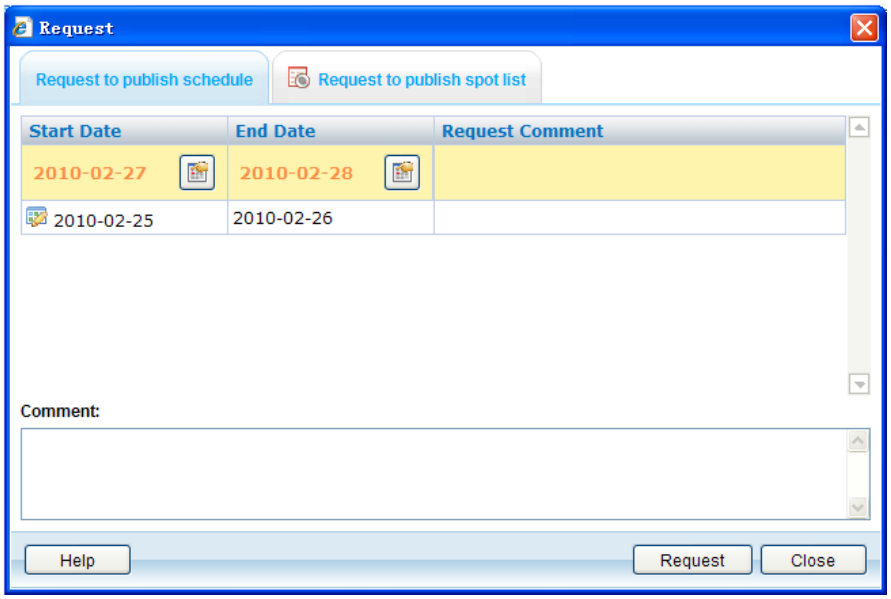


Figure 230

2. Specify the **Start Date** and **End Date** that you want to request for schedule publishing.
3. You can also select an existing editable schedule to request for publishing.
4. Any comments to be further explained for this request can be added.
5. Click **Request** to send out the publish request.

An email or SMS message will be sent to the user with Publish Schedule/Spot List privileges. They will have to login to the system and approve the schedule after receiving the notification email.

PUBLISHING SCHEDULES

With the **Publish Schedule/Spot List** privilege, a user can edit a group schedule and publish the schedule directly by clicking the **Approve/Publish** button without the need to get approval.

In the **Approve/Publish** dialog, there are three status types of schedule items:

	The schedule is published.
	The schedule is waiting for publication.
	The schedule is editable.
Note	The **Approve/Publish** button will be enabled only if the current editor has Publish Schedule/Spot List privileges.

Follow the steps below to publish a schedule:

1. Click **Approve/Publish** to open the **Approve/Publish Schedule/Spot List** dialog screen as shown in figure 231:

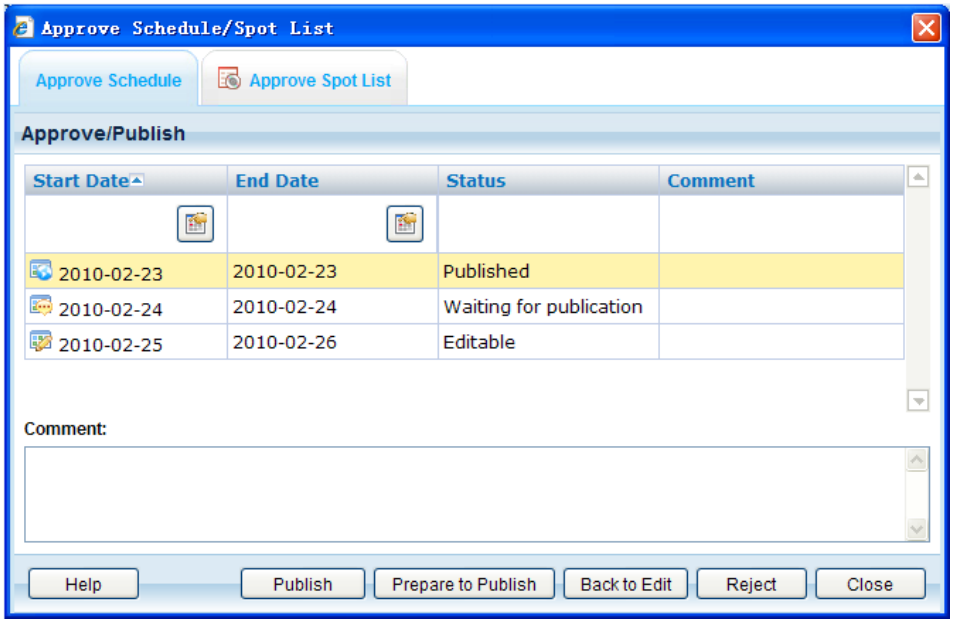


Figure 231

2. Specify the **Start Date** and **End Date** that you want to publish. You can also select **Waiting for Publication** or Editable schedule to publish.
3. Any comments to be further explained for this schedule can be added.
4. Click the **Publish** to publish the schedule. No Email notification will be sent to the user as the schedule is published directly.
5. User can also click the **Prepare to Publish** button to lock the schedule but not publish it.

Note	A schedule or media/playlist with the status **Published** or **Waiting for Publication** cannot be edited by any user. The status must be changed to **Editable** to make changes.

BACK TO EDIT AND REJECTING SCHEDULES

The users with Publish Schedule/Spot List privileges can change the schedule **Back to Edit** or **Reject** the schedule.

Follow the steps below to go back to edit or reject a schedule:

1. Click the **Approve/Publish** button to open the **Approve/Publish Schedule** dialog screen as shown in figure 232:

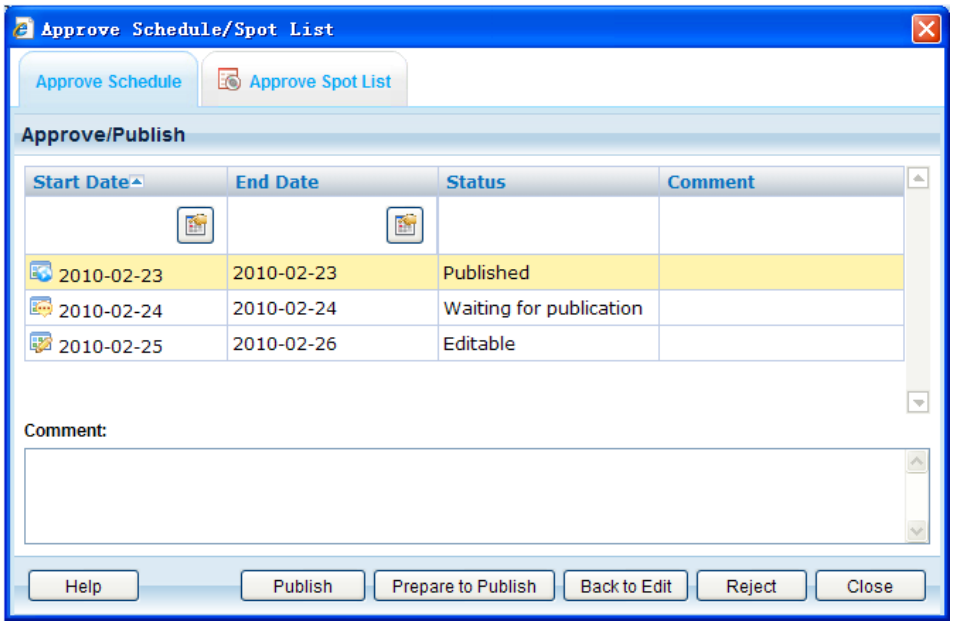


Figure 232

2. Select a Published or Waiting for Publication schedule item.
3. Any Request Comment for the selected request schedule will be displayed.
4. You can add comments to further explain this operation.
5. Click **Back to Edit** or **Reject** to edit the schedule. The schedule is changed to Editable or removed from the list.
6. Click **Close** to close the dialog screen.

If the rejected schedule is requested from someone, the **User** who sent the request receives an email notification.

If there are any schedules/spot lists waiting for approval, the users with Publish Schedule/Spot List privileges will see the below dialog window open after login. The dialog window will remind the user to approve the requested schedule/spot list and indicate if SMTP settings have not been set.

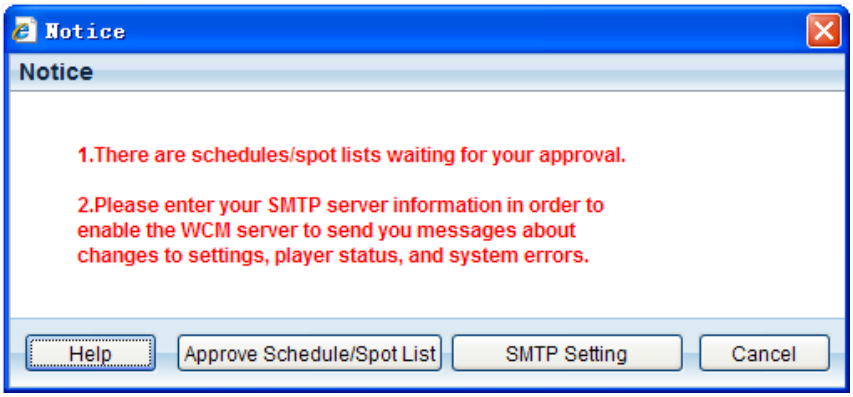

Notice
Notice
1.There are schedules/spot lists waiting for your approval.
2.Please enter your SMTP server information in order to enable the WCM server to send you messages about changes to settings, player status, and system errors.
Help
Approve Schedule/Spot List
SMTP Setting
Cancel

Figure 233

Clicking the **Approve Schedule/Spot List** button will open the Notice dialog with the schedule/spot list requests listed by Group. Clicking the **GO** button will link to the Group's schedule page to process the schedule requests.

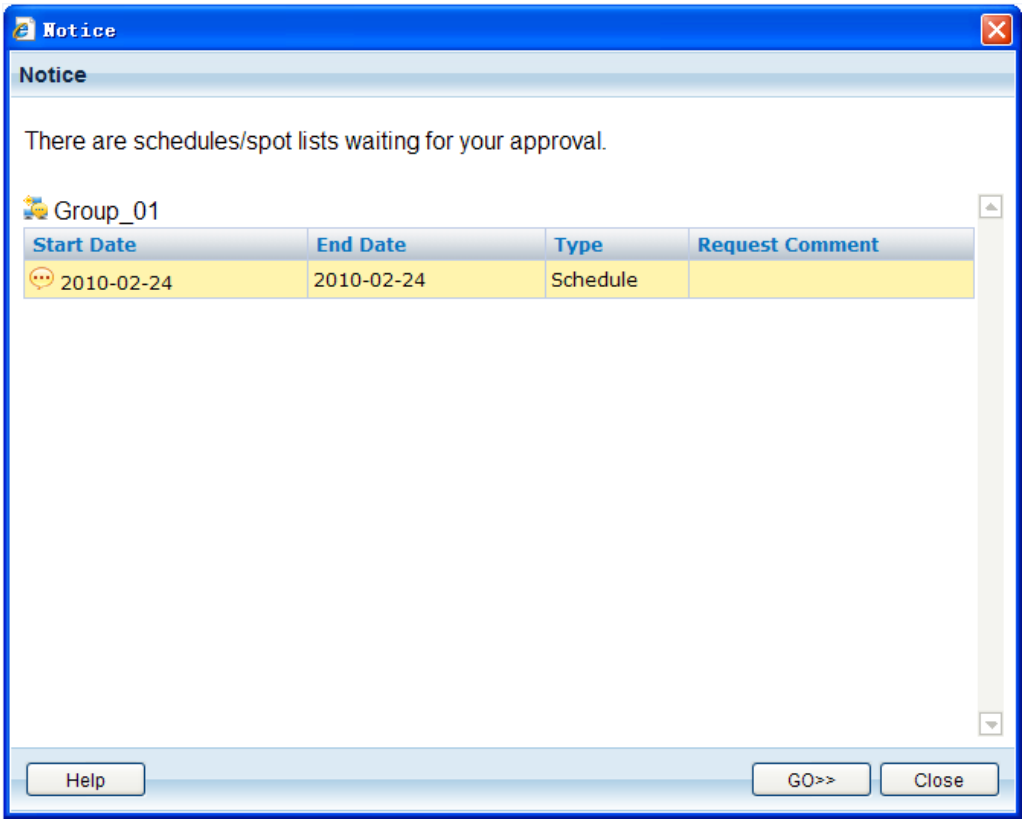


Figure 234

SEARCHING FOR A SCHEDULE

Manually searching for a defined schedule within the system can be time consuming. The **Search Schedule** function allows for searching of a particular schedule by using specified keywords or date range. Click on the button in **Scheduling** to begin using the **Search Schedule** function as shown in figure 235.

Follow the steps below to search a schedule:

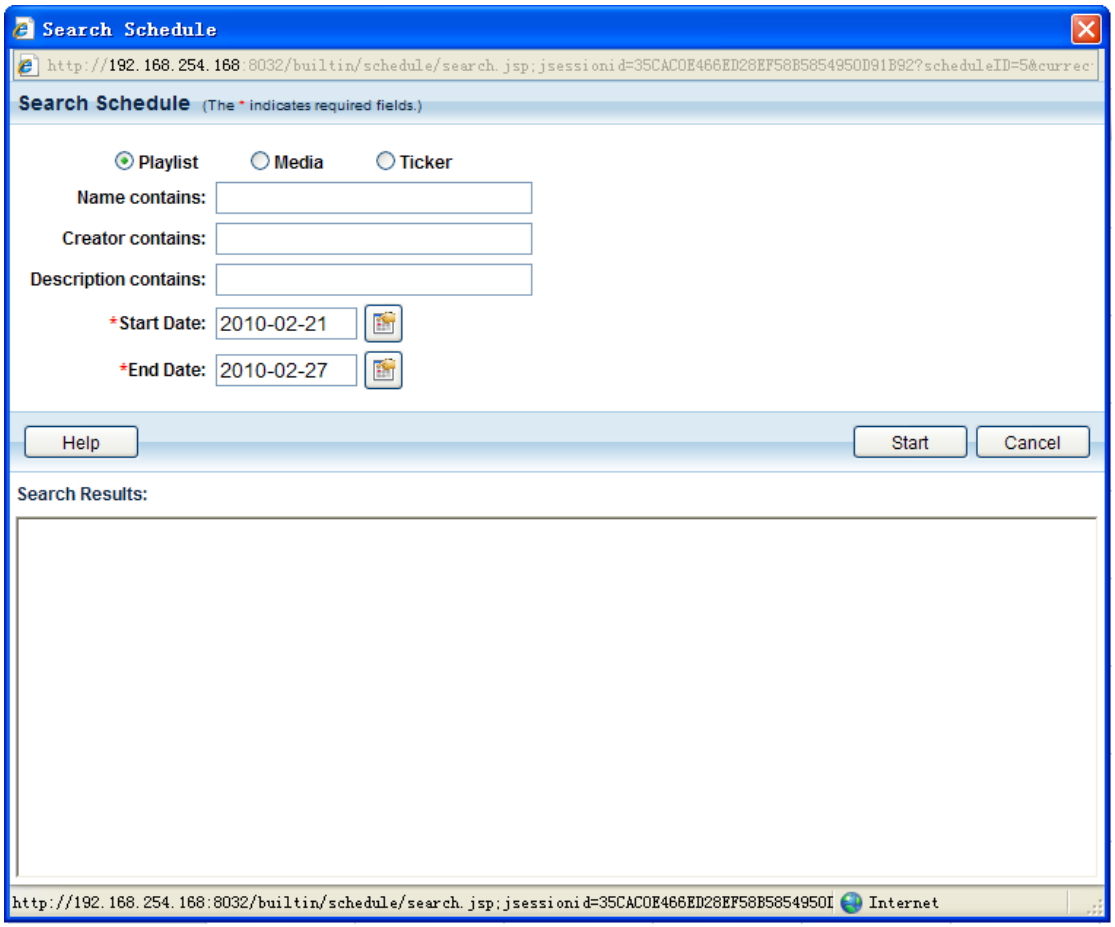


Figure 235

1. Select the desired radio button (**Playlist**, **Media** or **Ticker**) to begin the search.
2. Enter the search string criteria in the appropriate field (**Name** contains, Creator contains, or **Description** contains).
   Search criteria are not case sensitive.
3. Select the **Start Date** and **End Date** for the search date range.
4. Click **Start** to perform the search operation. Matching criteria displays in the **Search Results** window.

Note	**Spot list cannot be searched.**

Spot List

ADDING/ EDITING A SPOT LIST

A spot list is a separate playlist added into an existing schedule without affecting existing scheduled playlists. The player will always play the spot lists with highest priority.

To add a spot list to a group, follow the steps below:

1. Select a cell in calendar view where the spot list will be scheduled.
2. Collapse the playlist tree that appears in the lower left section of the Scheduling windows. Select the playlist you want to add, click the right arrow of the button and then select spot list. The button will be changed to . Now click the button to add the selected playlist into the schedule cell as a spot list.

To further review or edit the spot list, follow below steps:

1. Click the **Edit** button to open the **Edit Schedule** screen and click the **Spot list** tab as shown in below figure 236.

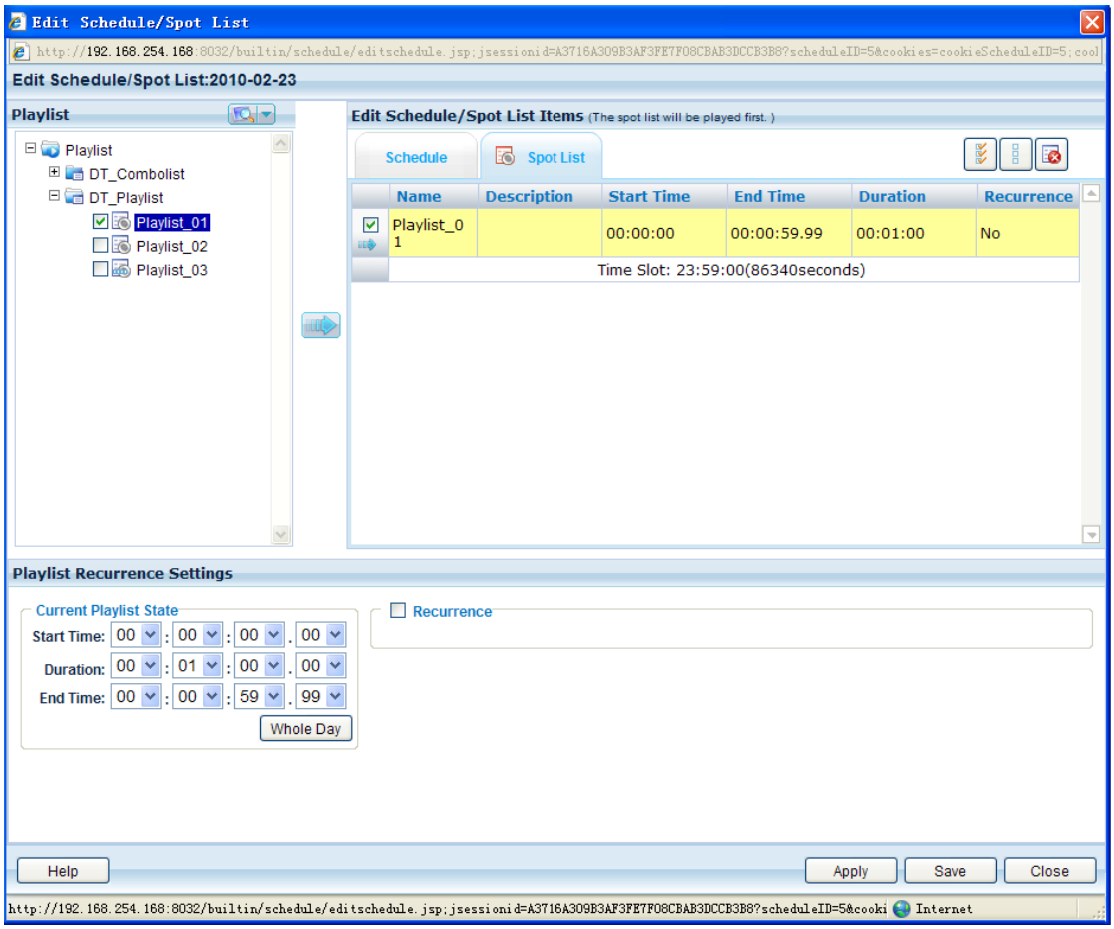


Figure 236

2. In the **Playlist** frame, click the to add a Playlist to the Spot List items frame.
3. Follow the same steps described in Editing Schedule to set Current Playlist State and Recurrence Settings.
4. To delete a spot list, select the checkbox of the respective spot list and click the **Delete** button.
5. Click **Apply** to apply the changes and keep the dialog window open for further editing.
6. Click **Save** to apply the changes and close the dialog screen. The spot list will appear in the scheduled cell as shown in the figure below:

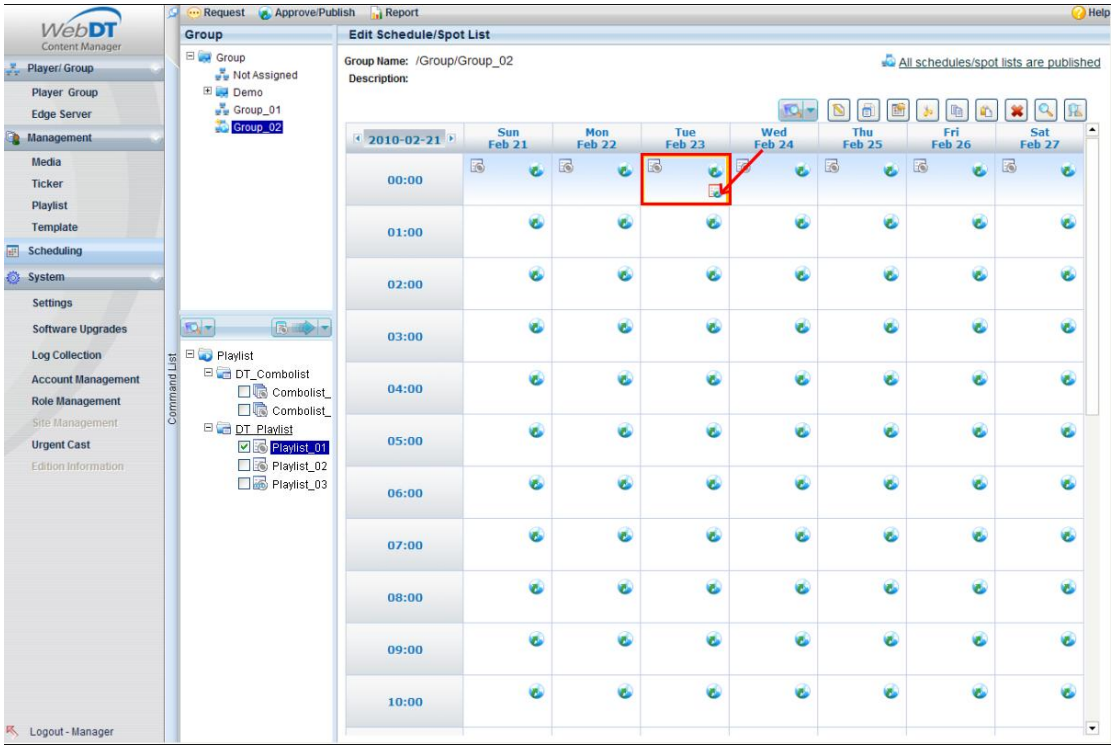


Figure 237

REQUESTING SPOT LIST PUBLISHING

After editing a spot list, you can publish the spot list to the player(s). For the users who do not have Publish Schedule/Spot list privileges but do have Edit Schedule/Spot List privileges, click on the **Request** button to request approval for the spot list.

If you have Publish Schedule/Spot list privileges, you do not need to request approval and doing so will open the error dialog window.

Microsoft Internet Explorer
You need not request the schedule/spot list, you can approve/publish the schedule/spot list directly.
OK

Figure 238

Follow the steps below to send a spot list publish request to the group manager:

5. Click Request to open the **Request to Publish** dialog screen as shown below in figure 239.

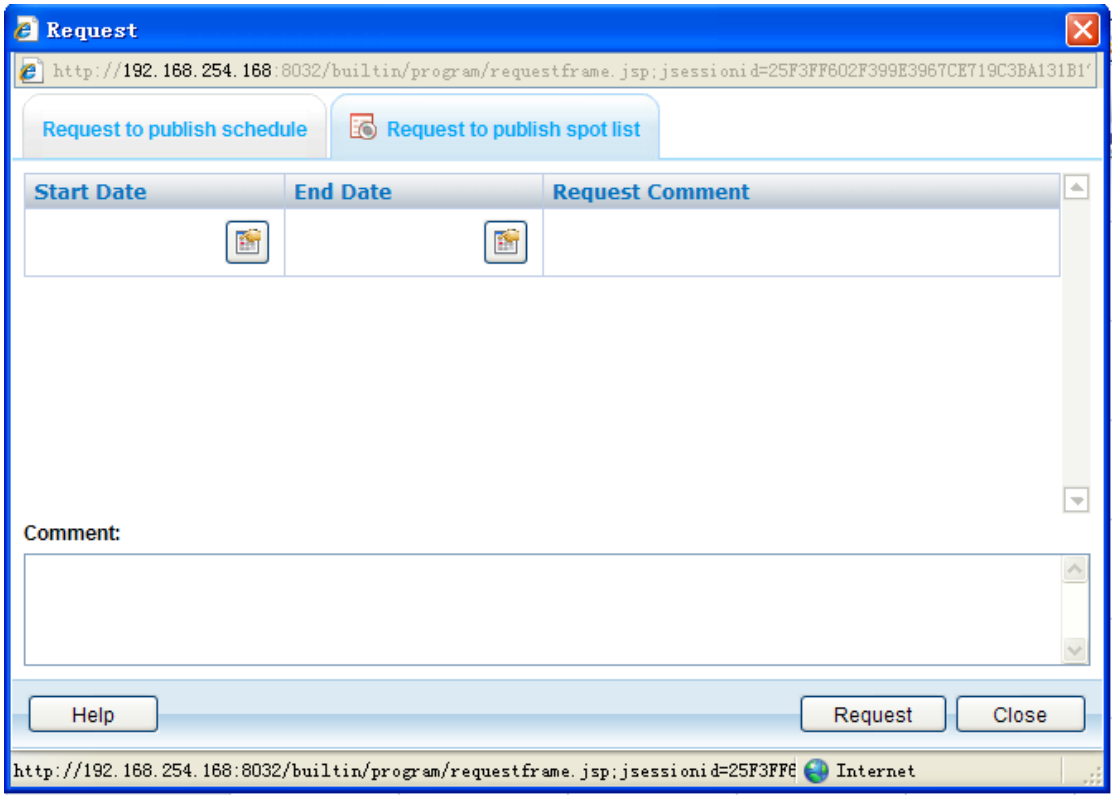


Figure 239

6. Specify the **Start Date** and **End Date** that you want to request for the spot list publishing.
7. Any comments to be further explained for this request can be added.
8. Click **Request** to send out the publish request.

An email or SMS message will be sent to the user with Publish Schedule/Spot List privileges. They will have to login to the system and approve the spot list after receiving the notification email.

APPROVING AND REJECTING SPOT LIST

To approve/ reject a spot list, follow the steps below to publish schedules:

1. Click **Approve/Publish** to open the **Approve/Publish Schedule** dialog screen and click the **Approve Spot List** tab as shown in figure 240:

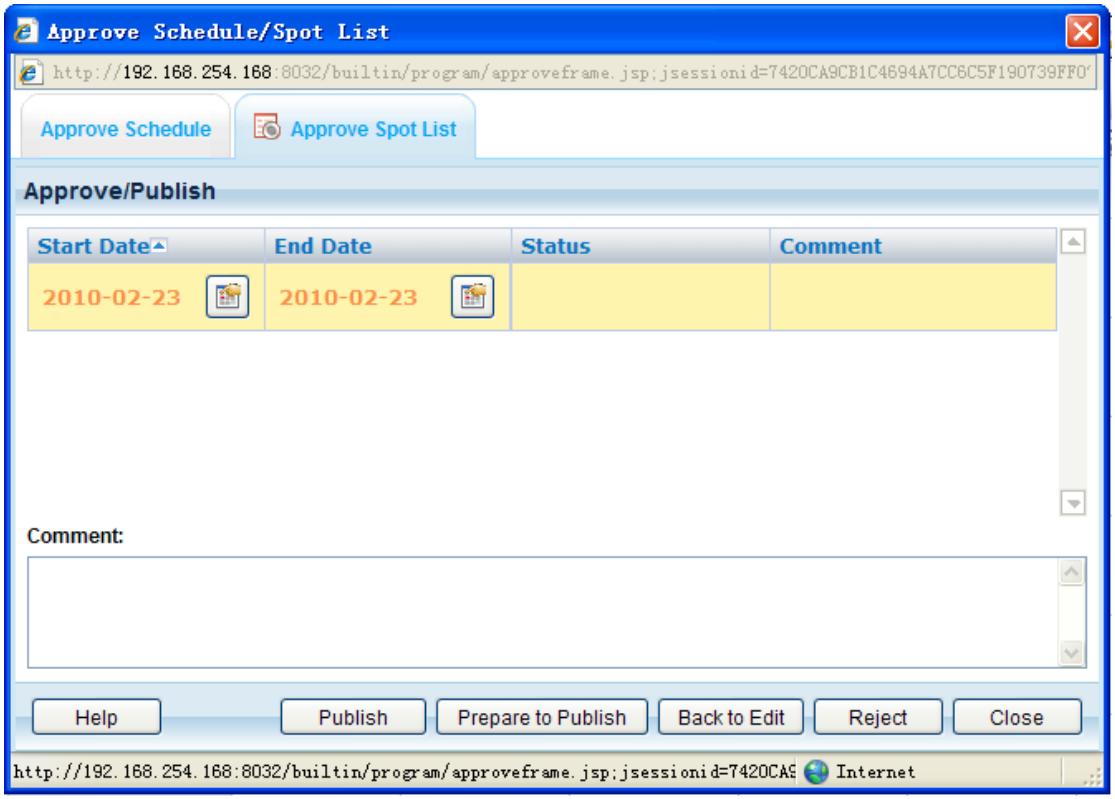


Figure 240

2. Specify the **Start Date** and **End Date** that you want to publish.
3. Any comments to be further explained for this spot list can be added.
4. Click **Publish** to publish the spot list. No email notification will be sent to user as the schedule is published directly. The published spot list will appear in the schedule cell with an approved icon.
5. Click the **Reject** to send out the publish reject and removed from the list. And the player will stop playing after rejection.

SEARCHING FOR TIME SLOTS

The **Search time slot** function quickly searches for time slots that have not been scheduled with playback content by using a specific date and time range.

Click on the button in Scheduling to begin using the **Search time slot** function as shown in figure 241.

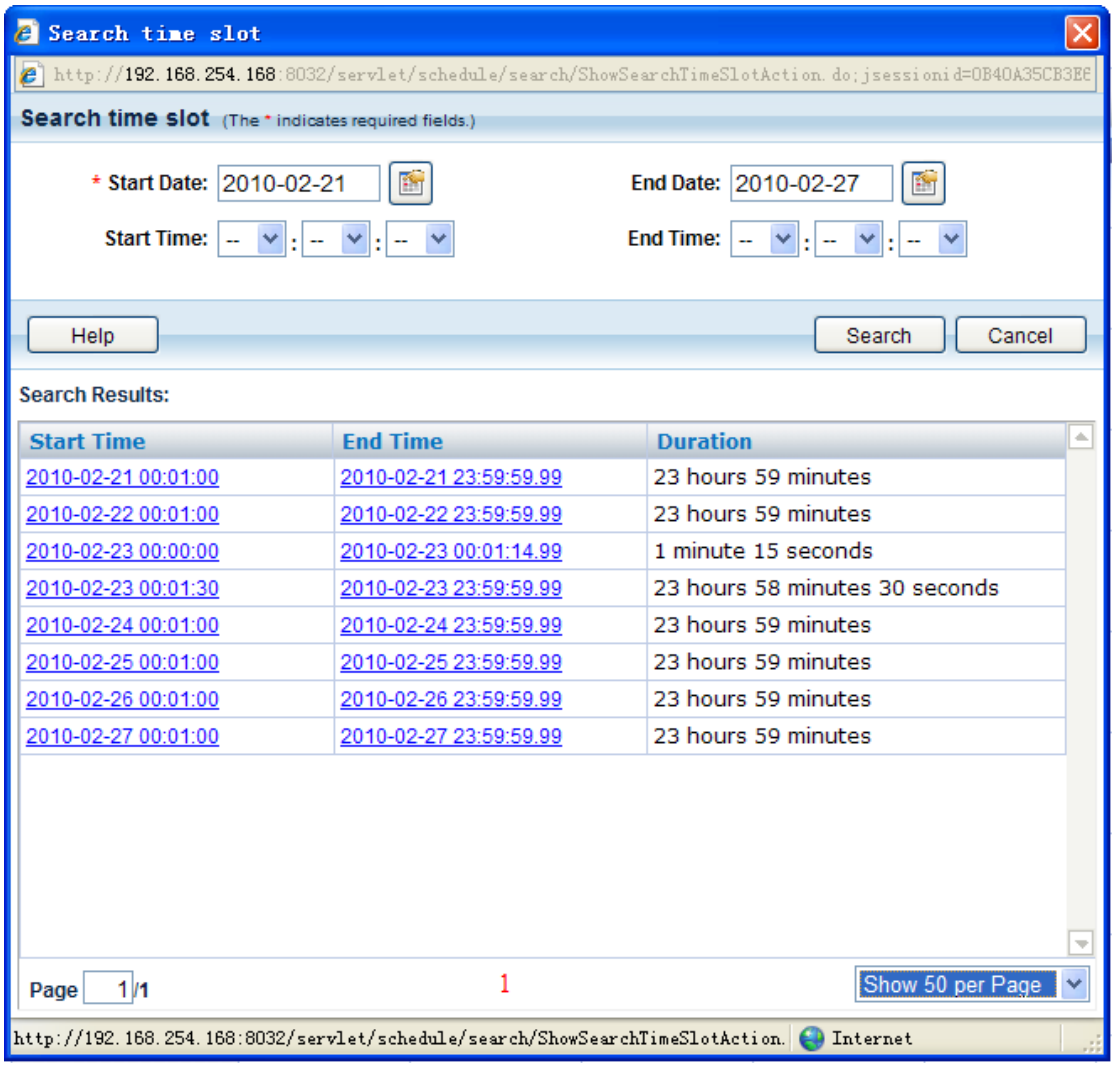


Figure 241

Follow the steps below to search for free time slots:

1. Select the **Start Date** and **End Date** for the search date range.
2. Enter a **Start Time** and **End Time**, if required.

Note	**If you do not enter a start and end time, the system automatically searches for any free time slots within the supplied date range.**

3. Click **Search** to perform the search operation. Matching free time slots and their duration displays in the **Search Results** window.

Publish Rules

1. When a schedule's status is Published, Prepare to Publish, or Requested, the schedule is locked, and any user cannot edit the schedule.

2. To edit the schedule, user can change the schedule status to Editable, or Reject it.

3. If a media, ticker or playlist is used in the locked schedule, user cannot edit the media/ticker/playlist either. When they do this, will pop an error message as shown in figure 242:

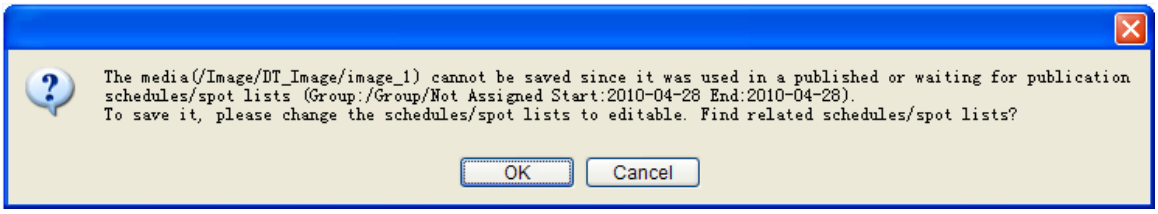

The media(/Image/DT_Image/image_1) cannot be saved since it was used in a published or waiting for publication schedules/spot lists (Group:/Group/Not Assigned Start:2010-04-28 End:2010-04-28).
To save it, please change the schedules/spot lists to editable. Find related schedules/spot lists?
OK
Cancel

Figure 242

4. Click OK to go to the Search Schedule page to search which schedule are using the meida, ticker or playlist as shown in figure 243:

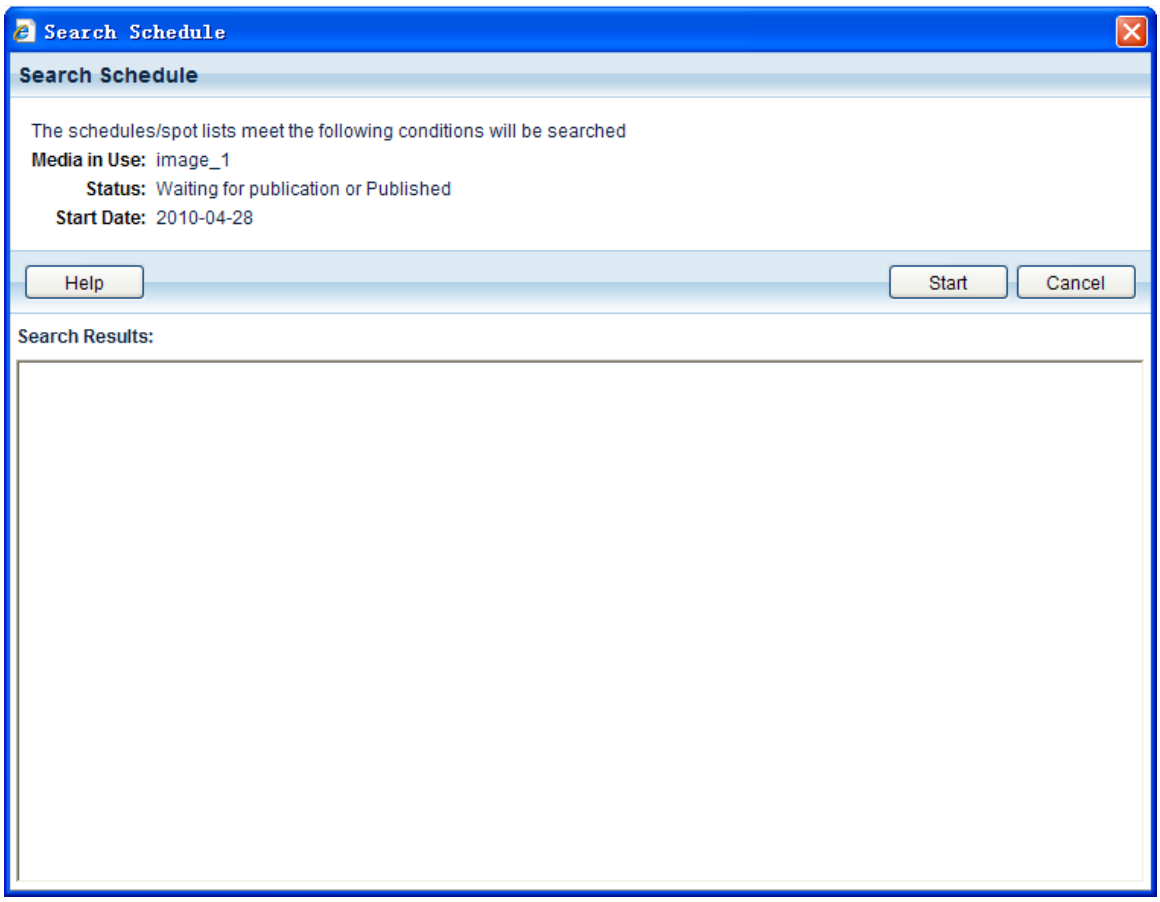


Figure 243

5. The search conditions are filled already, click Start to show the result as shown in figure 244:

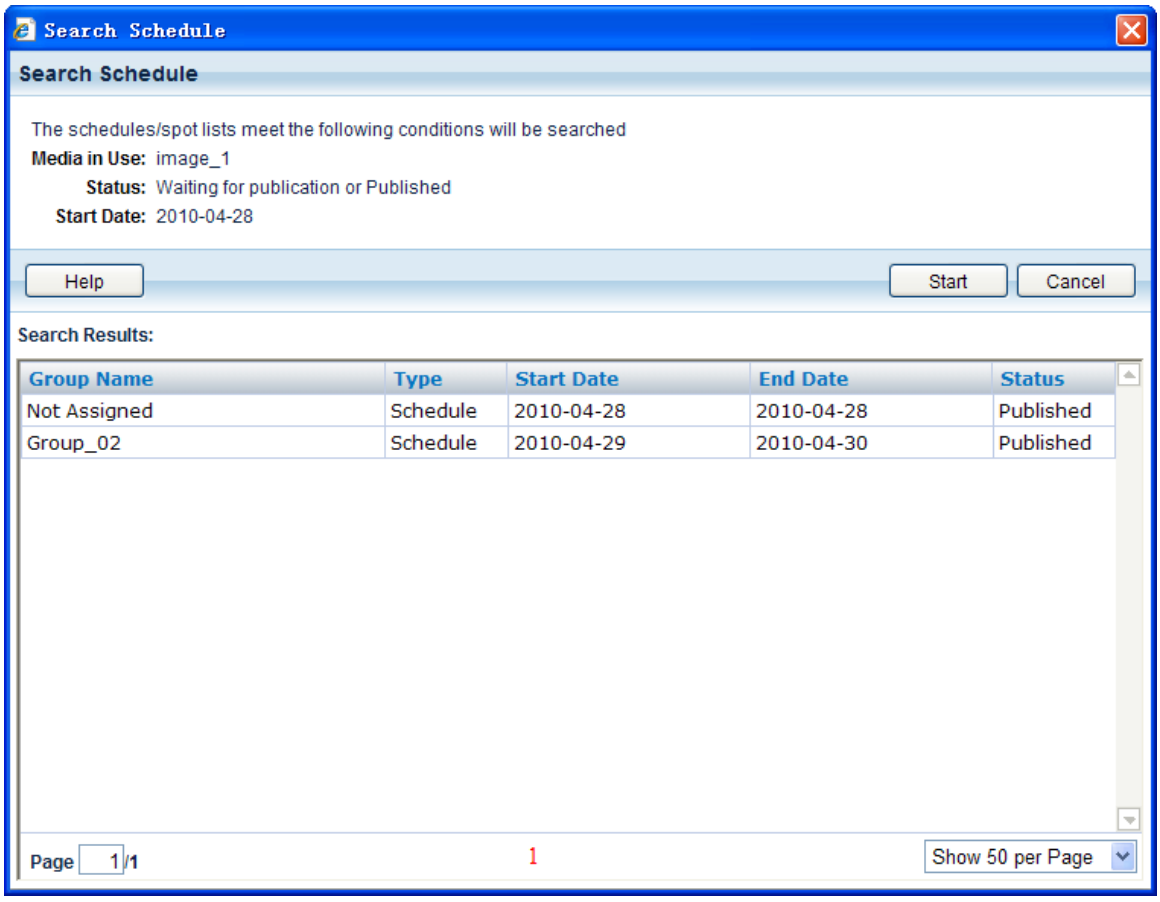


Figure 244

6. Click Cancel to exit the dialog. Record the schedule and change them Back to Edit, then you can edit the media/ticker/playlist.

Appendix

Installing the WCM Signage Tool on Your PC

Follow the below steps to install the WebDT Signage Tools on your PC or notebook:

1. Find the tool on the CD included with the hardware package.
2. Extract and unzip the application and execute the “WebDT Signage Tools.exe” installation program.

The WebDT Signage Tools Server screen displays as shown in Figure 245

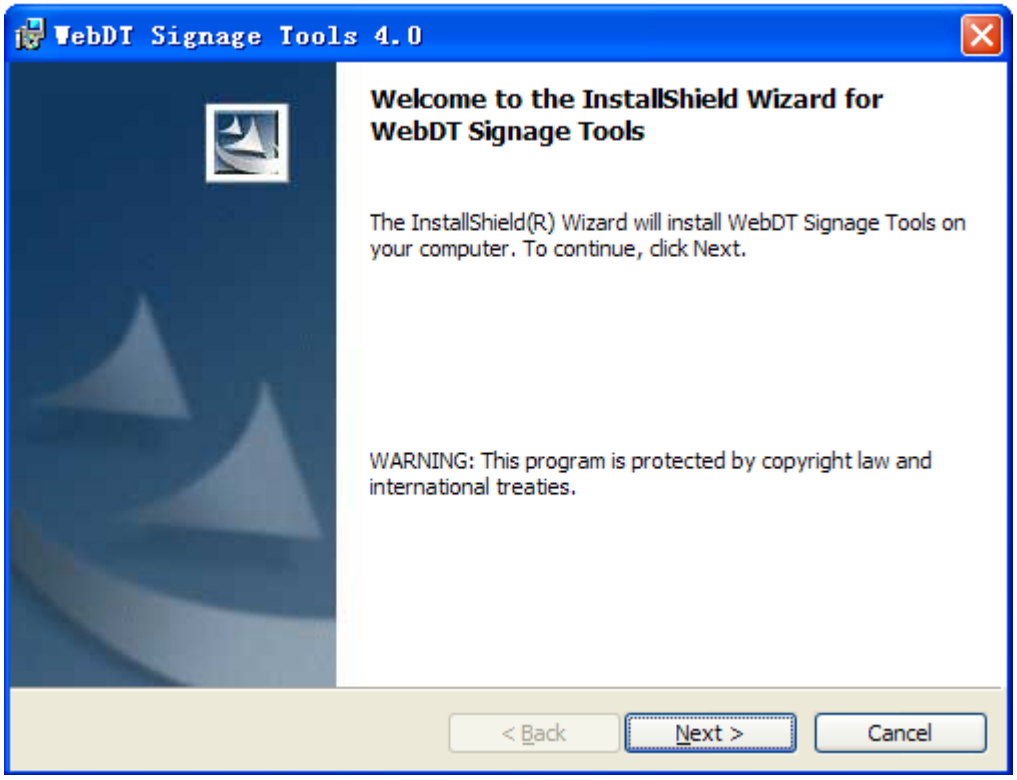

WebDT Signage Tools 4.0
Welcome to the InstallShield Wizard for WebDT Signage Tools
The InstallShield(R) Wizard will install WebDT Signage Tools on your computer. To continue, click Next.
WARNING: This program is protected by copyright law and international treaties.
< Back
Next >
Cancel

Figure 245

3. Click **Next** to continue.

The License Agreement screen displays as shown in figure 246:

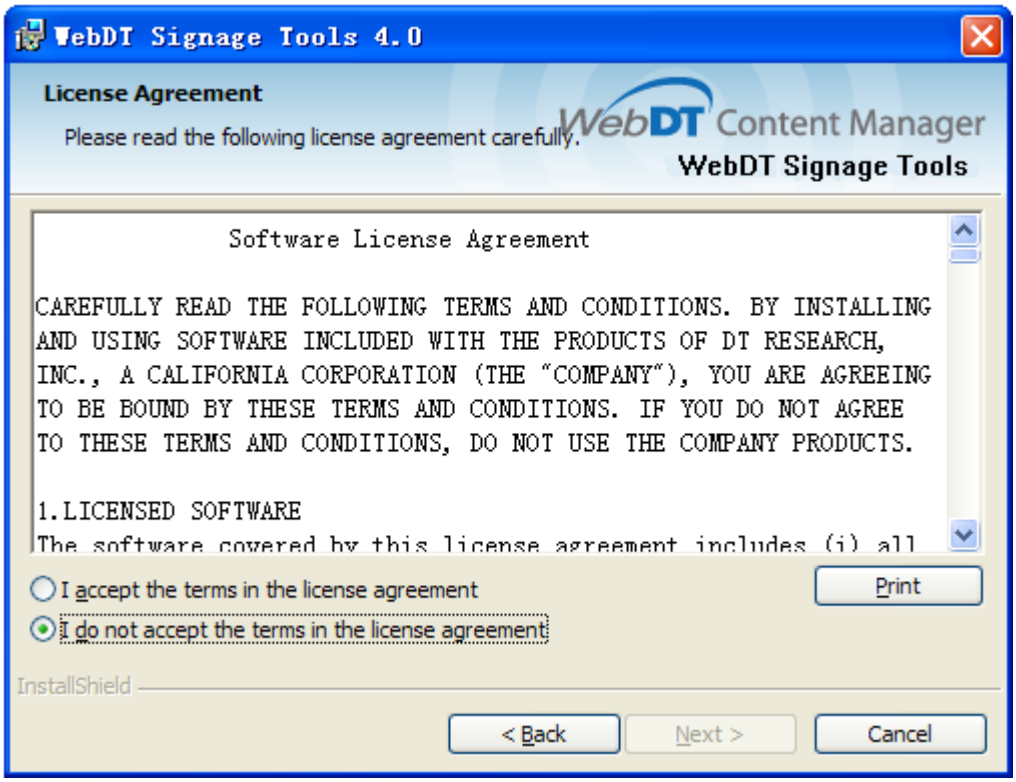

WebDT Signage Tools 4.0
License Agreement
Please read the following license agreement carefully.
WebDT Content Manager
WebDT Signage Tools
Software License Agreement
CAREFULLY READ THE FOLLOWING TERMS AND CONDITIONS. BY INSTALLING AND USING SOFTWARE INCLUDED WITH THE PRODUCTS OF DT RESEARCH, INC., A CALIFORNIA CORPORATION (THE "COMPANY"), YOU ARE AGREEING TO BE BOUND BY THESE TERMS AND CONDITIONS. IF YOU DO NOT AGREE TO THESE TERMS AND CONDITIONS, DO NOT USE THE COMPANY PRODUCTS.
1.LICENSED SOFTWARE
I accept the terms in the license agreement
I do not accept the terms in the license agreement
Print
InstallShield
< Back
Next >
Cancel

Figure 246

4. After reading the Software License Agreement, select **I accept the terms in the License agreement** and click **Next**.

The Destination Folder screen displays as shown in figure 247:

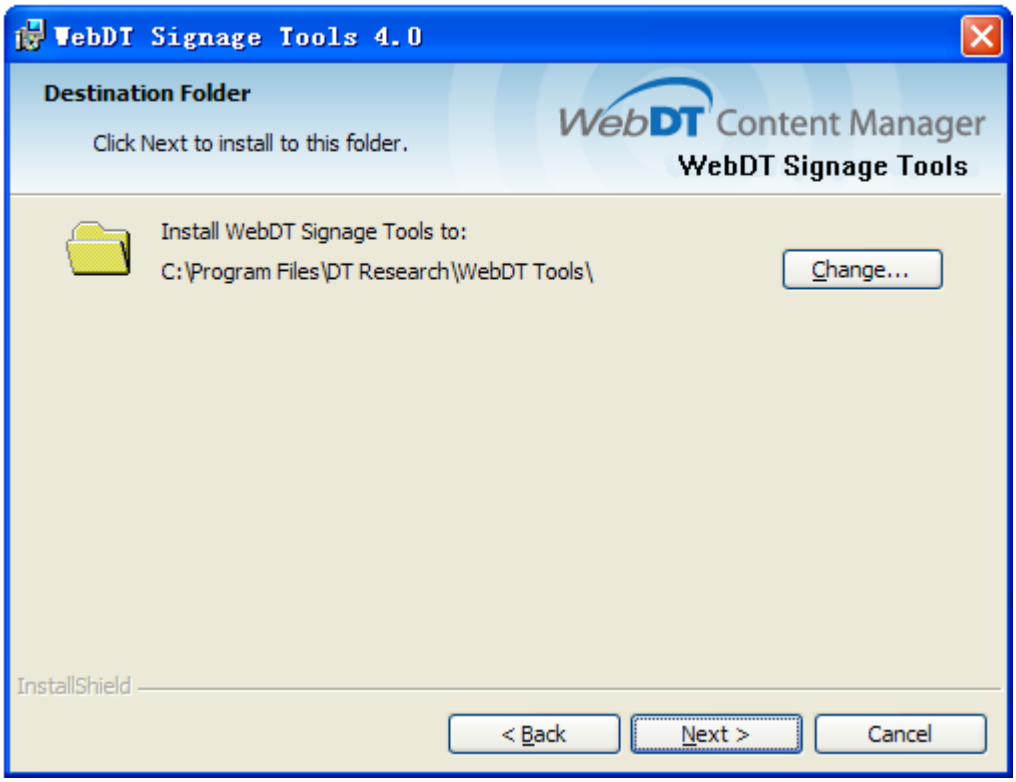


Figure 247

5. Click **Change** to select a different installation path or click **Next** to use the default as shown.

The Ready to install the Program screen displays as shown in figure 248:

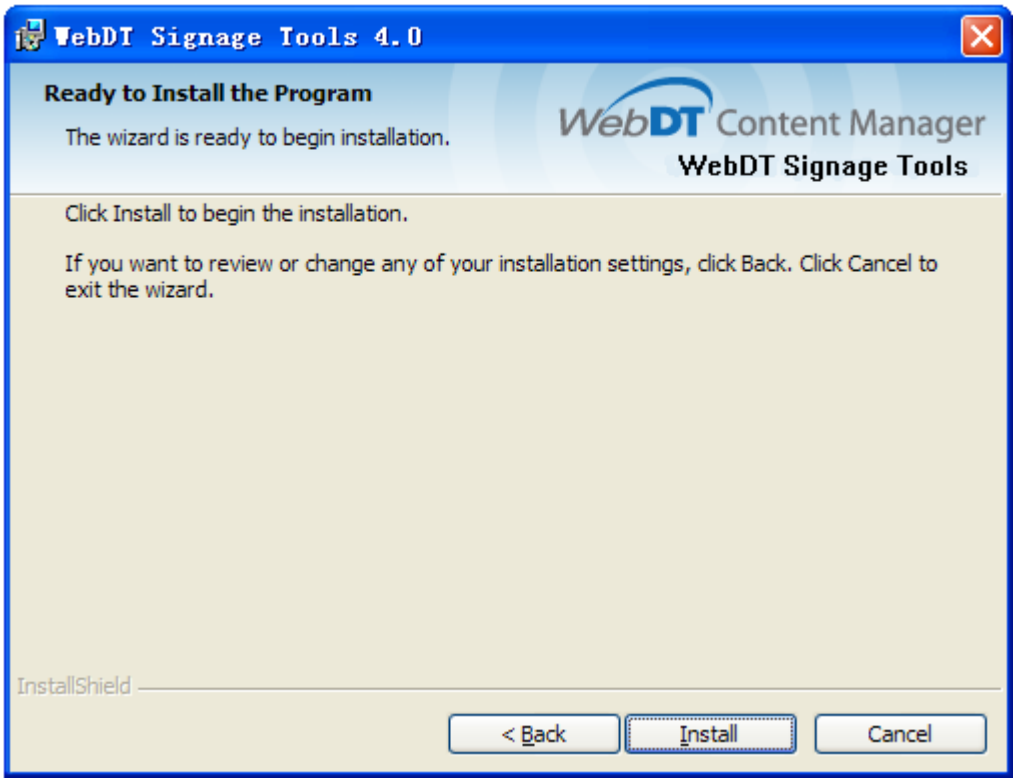

WebDT Signage Tools 4.0
Ready to Install the Program
The wizard is ready to begin installation.
WebDT Content Manager
WebDT Signage Tools
Click Install to begin the installation.
If you want to review or change any of your installation settings, click Back. Click Cancel to exit the wizard.
InstallShield
< Back
Install
Cancel

Figure 248

6. Click **Install** to begin.

Once the installation process is complete, the InstallShield Wizard Completed screen displays as shown in figure 249:

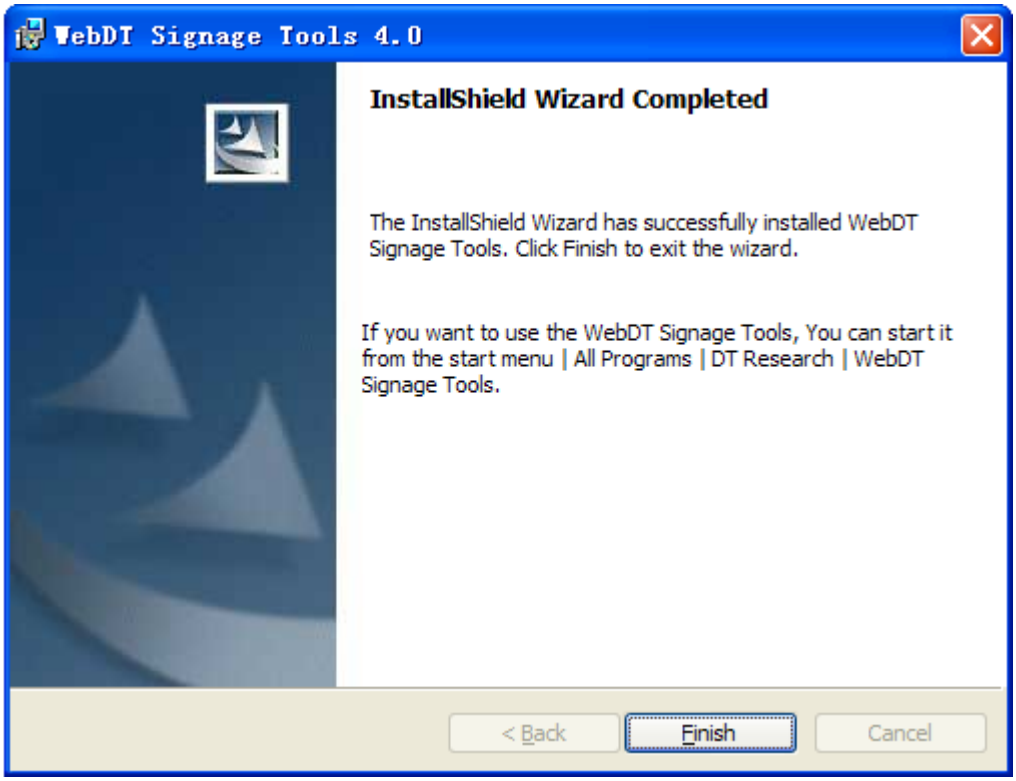

WebDT Signage Tools 4.0
InstallShield Wizard Completed
The InstallShield Wizard has successfully installed WebDT Signage Tools. Click Finish to exit the wizard.
If you want to use the WebDT Signage Tools, You can start it from the start menu | All Programs | DT Research | WebDT Signage Tools.
< Back
Finish
Cancel

Figure 249

7. Click **Finish** to exit.

WebDT Batch Register Tool

WebDT Content Manager offers the WebDT Batch Register Tool for large scale deployments of WebDT digital signage networks to "register" all the players in an efficient way without having to attach a mouse and keyboard to each player once they are installed in the field. The WebDT Batch Register Tool allows administrators or field service agents (via a laptop connected to the Signage network) to register all these players without going to each player individually.

Step 1: Install the WebDT Signage Tools Package on a notebook PC (typically this is the PC which the field agent would be using). The WebDT Signage Tools can also be found on the local SA DT Research folder (Start -> All Programs -> DT Research -> WebDT Signage Tools -> Batch Register)

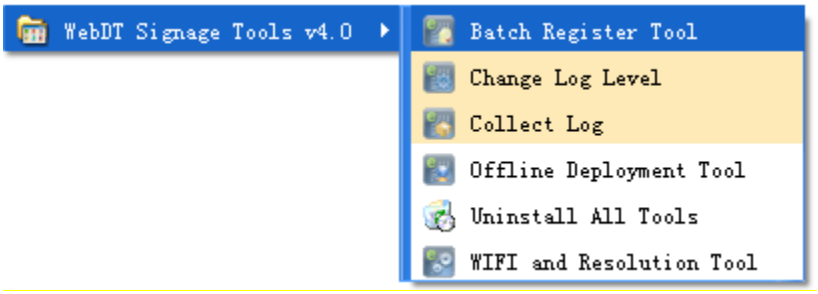


Figure 250

Step 2: Once installed and running, the tool should then automatically "Scan" your primary network connection subnet (where the laptop or the player is connected to). Bear in mind that this tool cannot be used to register players that are outside of the local area network.

Step 3: Expand Publish Server and you should see all the players currently running (either already registered or not). You can then click on the player to view more information about that player (see screen shot below).

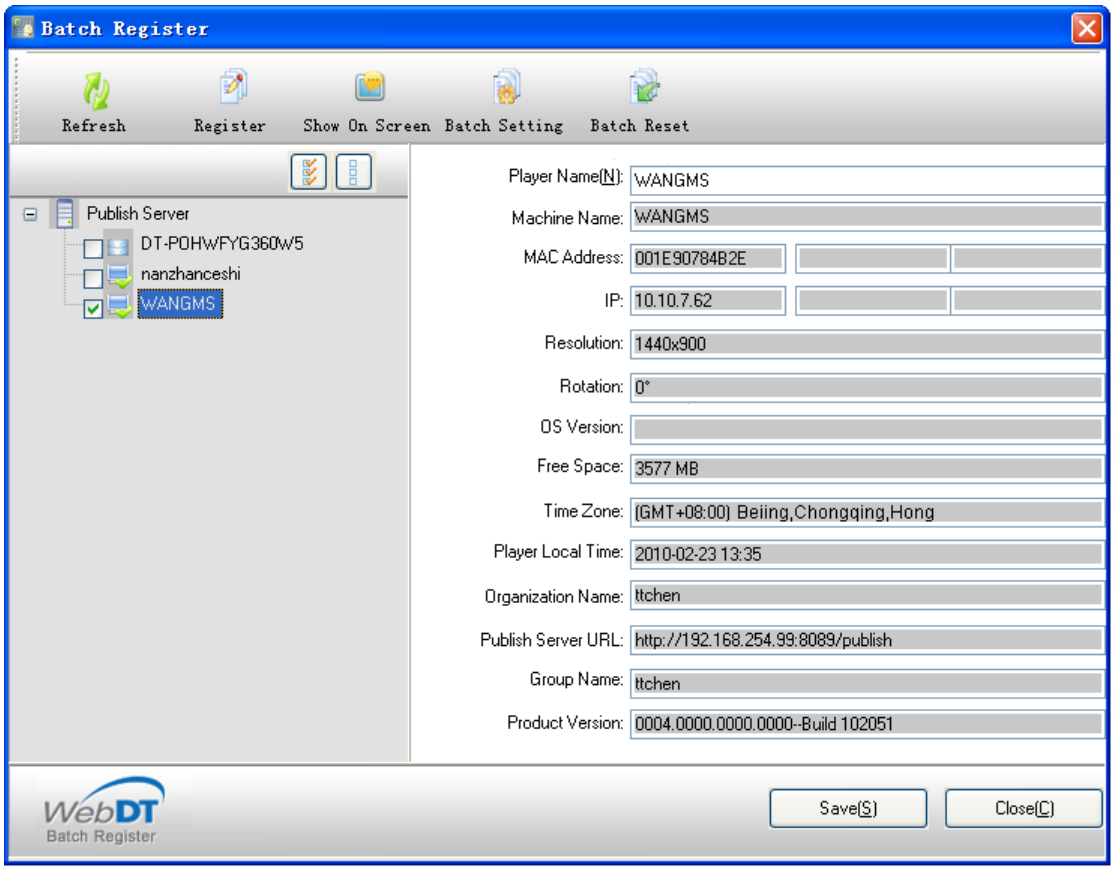


Figure 251

Step 4: Select all the players which you would like to register to a particular server and then type in all required credentials (See picture below). Make sure the Publish Server URL is specified correctly with the full path such as http://signage.server.com: 8036/publish (or only fill the host such as signage.server.com:8036), not adding the “http;//” and “/publish” is also OK.

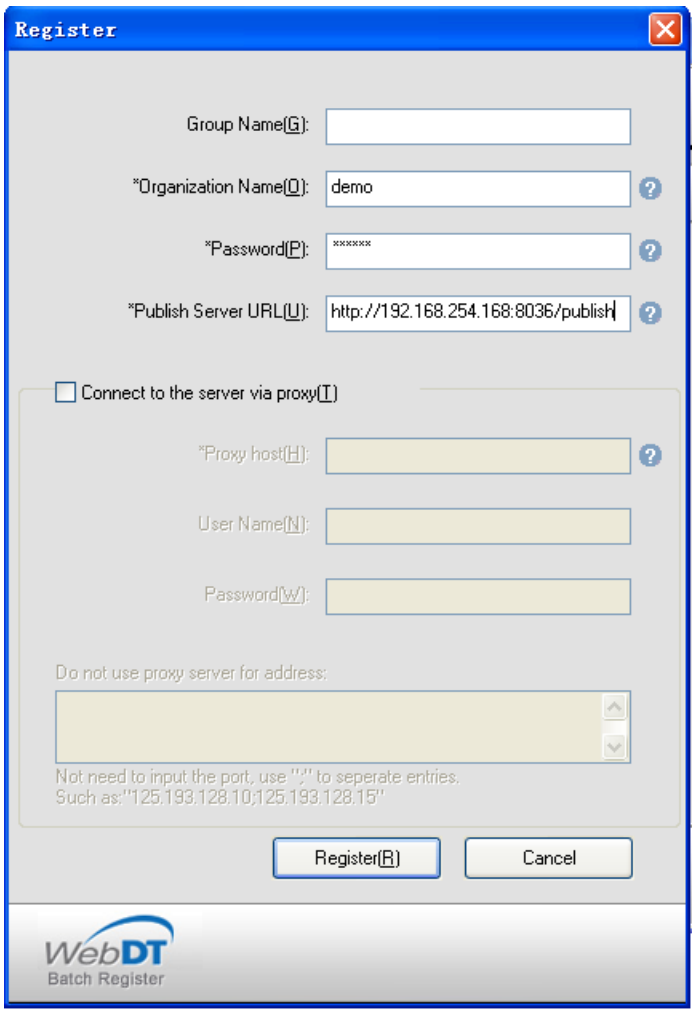


Figure 252

Step 5: Once successfully registered, you are able to control the player from your WebDT Content Manager server. You can use the Batch Register Tool to change registration or even change the player name, etc.

Step 6: You can set the player’s Resolution and Rotation. Select all the players to set. Click the Batch setting button to open Batch setting dialog (See picture

below); (Resolution: Not change;1024x768;1280x 720;
1280x1024;1360x768;1366x768;1920x1080;1920x1200)

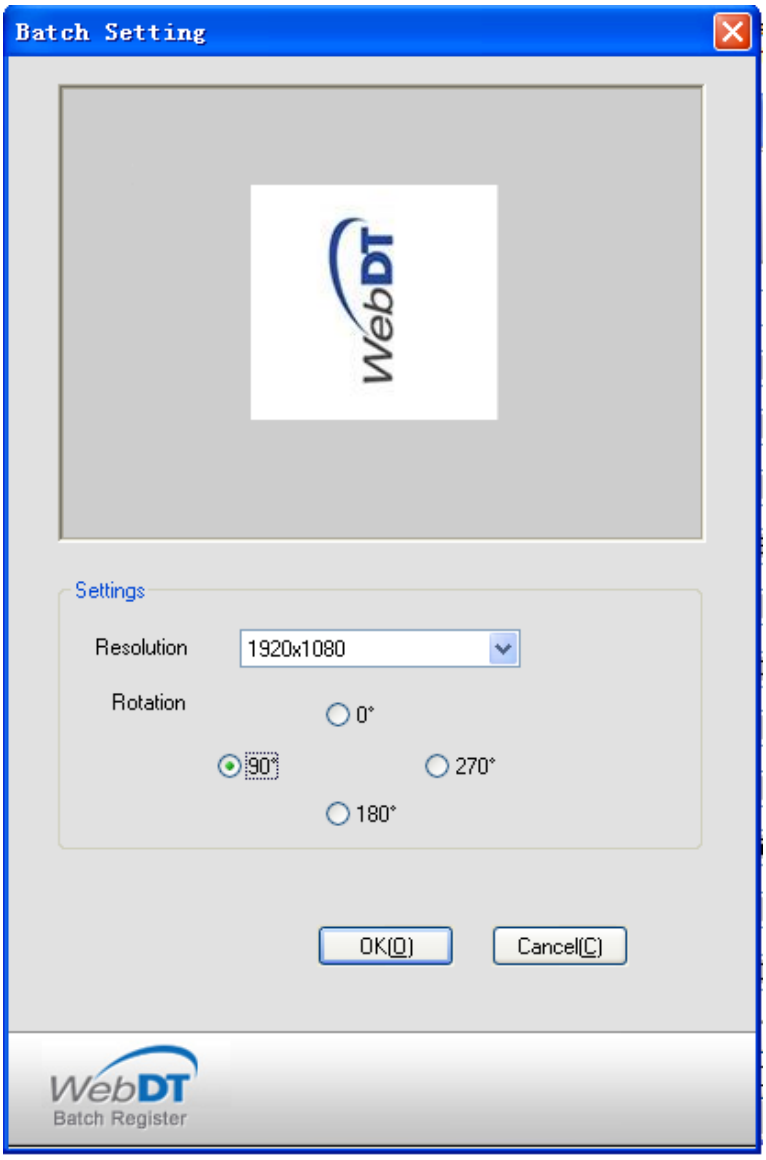


Figure 253

Step 7: You can reset the player. Select all the players which you would like to reset. Click the Batch reset button to reset player.

WebDT Change Log Level Tool

The WebDT Change Log Level Tool allows users to change the player/ES log level on current player/ES.

5. Click the **Change Log Level** tool from Start | Program Files | DT Research | WebDT Signage Tools to run the tool.

6. The Change Log Level tool will detect the current log level setting and show them in the Output field as shown in figure 268.

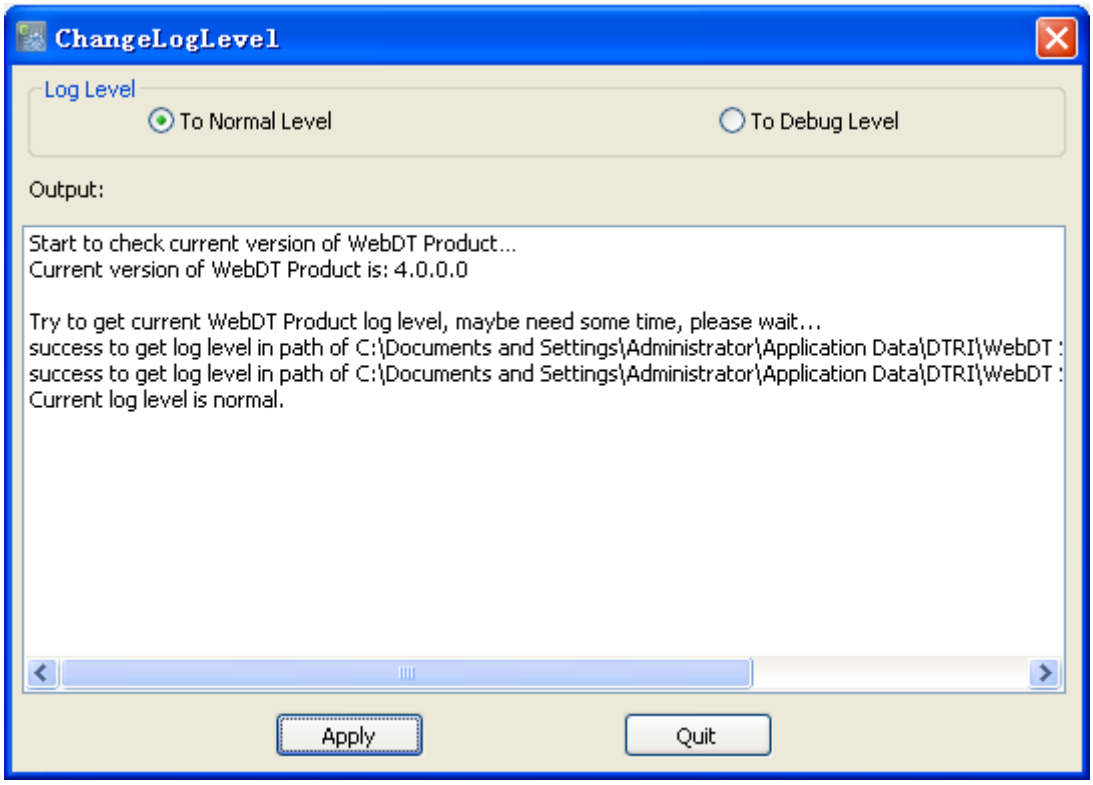

ChangeLogLevel
Log Level
To Normal Level
To Debug Level
Output:
Start to check current version of WebDT Product...
Current version of WebDT Product is: 4.0.0.0
Try to get current WebDT Product log level, maybe need some time, please wait...
success to get log level in path of C:\Documents and Settings\Administrator\Application Data\DTRI\WebDT
success to get log level in path of C:\Documents and Settings\Administrator\Application Data\DTRI\WebDT
Current log level is normal.
Apply
Quit

Figure 268

7. Check the radio button of the log level you want and click **Apply** button, the log level setting is changed.

8. Click the **Quit** button to quit the Change Log Level tool.

WebDT Collect Log Tool

The WebDT Collect Log Tool allows users to collect the log on the player/Edge Server and create a log package on the local disk.

Click the **Collect Log** tool from Start | Program Files | DT Research | WebDT Signage Tools to run the tool.

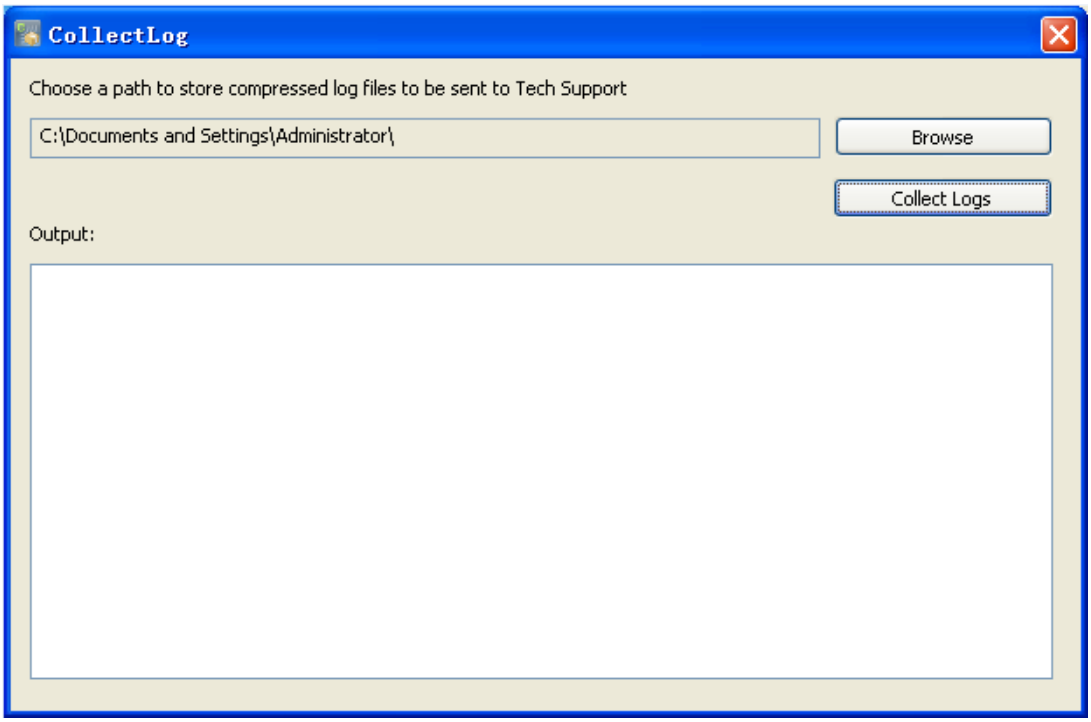


Figure 269

9. Click **Browse** button to select a path to store the compressed log files.

10. Click **Collect Logs** button to start collecting; the processing information is displayed in the **Output** field as shown in figure 270.

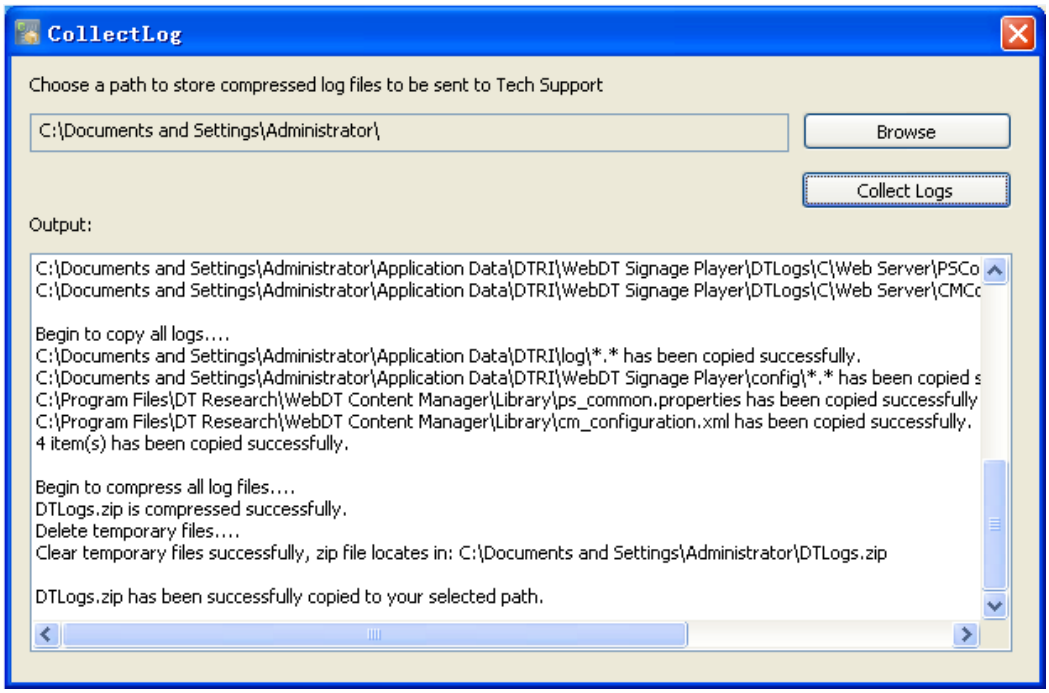

CollectLog
Choose a path to store compressed log files to be sent to Tech Support
C:\Documents and Settings\Administrator\
Browse
Collect Logs
Output:
C:\Documents and Settings\Administrator\Application Data\DTRI\WebDT Signage Player\DTLogs\C\Web Server\PSCo
C:\Documents and Settings\Administrator\Application Data\DTRI\WebDT Signage Player\DTLogs\C\Web Server\CMCc
Begin to copy all logs....
C:\Documents and Settings\Administrator\Application Data\DTRI\log*.* has been copied successfully.
C:\Documents and Settings\Administrator\Application Data\DTRI\WebDT Signage Player\config*.* has been copied s
C:\Program Files\DT Research\WebDT Content Manager\Library\ps_common.properties has been copied successfully
C:\Program Files\DT Research\WebDT Content Manager\Library\cm_configuration.xml has been copied successfully.
4 item(s) has been copied successfully.
Begin to compress all log files....
DTLogs.zip is compressed successfully.
Delete temporary files....
Clear temporary files successfully, zip file locates in: C:\Documents and Settings\Administrator\DTLogs.zip
DTLogs.zip has been successfully copied to your selected path.

Figure 270

11. After collection is finished, you can quit the tool and get the log files in the path selected.

WebDT Offline Content Deployment Tool

WebDT Content Manager also includes several WebDT Signage Tool applications for deploying content and schedules to players through a USB storage device when no network connection is available.

Follow the steps below to copy content from the WCM Server to a USB storage device and deploy the content to players:

1. Publish the desired schedule on the **WebDT Content Manager Server**.
2. Click **Start| All Programs| DT Research| WCM Signage Tools| Offline Deployment Tool**.
3. A login screen displays. Enter the required login information as shown in figure 271:

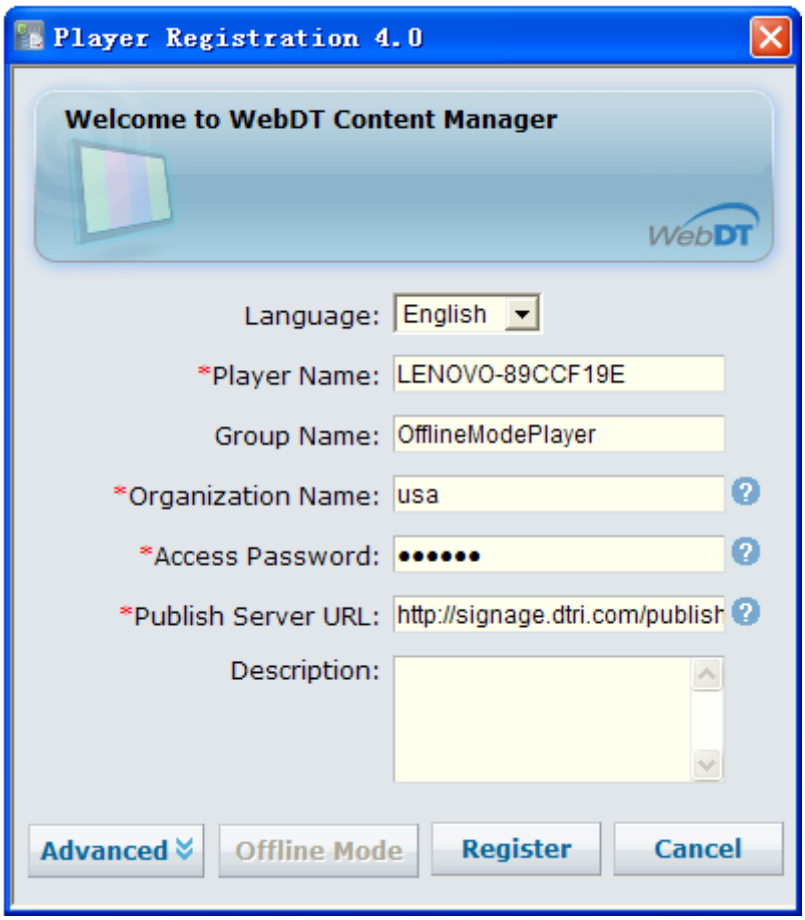


Figure 271

4. The content and schedule is being downloaded to the Offline Deployment Tool as shown in figure 272.

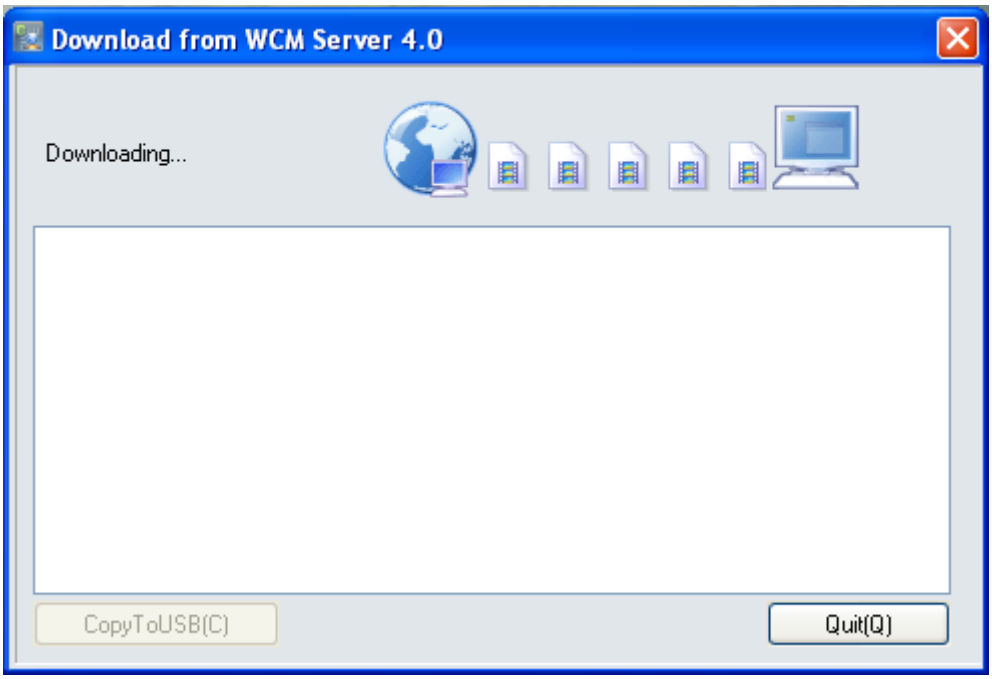


Figure 272

Note	**The download process may take a few minutes depending on the content files.**

When downloading is complete, a completion message displays as shown in Figure 273.

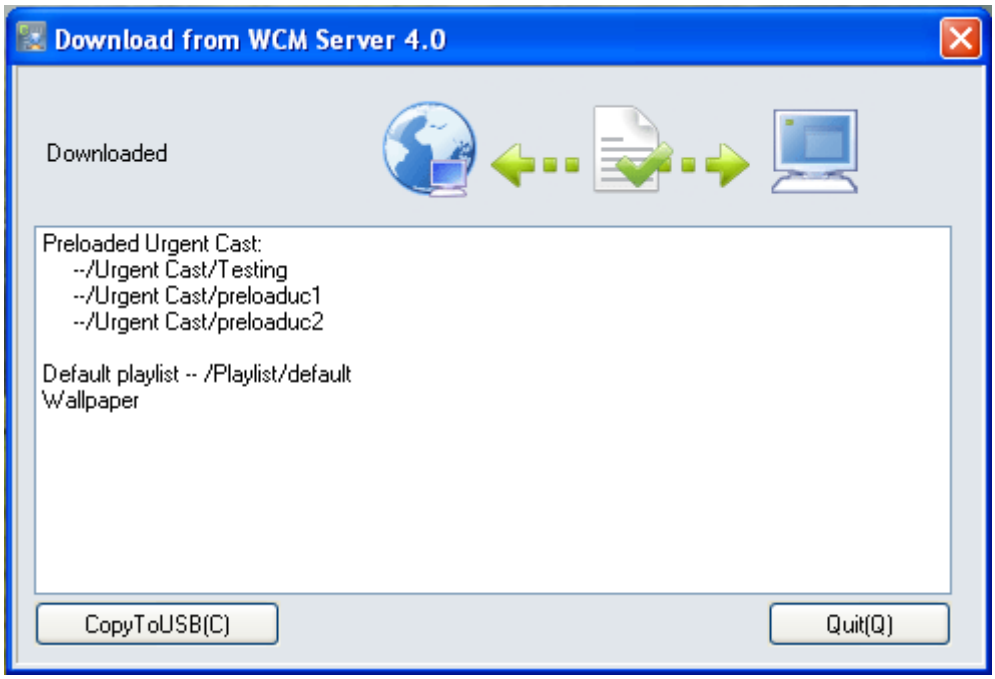


Figure 273

5. Click **Copy to USB** to copy the schedule to a USB storage device.

When the content and schedule are copied to the USB storage device, a completion message displays and the USB storage device can be unplugged.

Note	▪ **The copy process may take few minutes depending on the content files.** ▪ **If the copy process fails, a failure message displays. Repeat the process from step 2 above to re-start the download process.**

6. On the player side, you need to register the player into the “Offline” mode. Make sure the organization and password are correct and match the server settings.

Note	▪ **you will need to re-register the player if you need to connect the player back to the networked WebDT Content Manager.**

7. Insert the USB storage device in to the player to begin the automatic content and schedule upload.

When the content and schedule are uploaded successfully to the player, a completion tone sounds every 3 seconds. The USB storage device can be unplugged.

Note	▪ **The upload process may take few minutes depending on the content files.** ▪ **If the upload process fails, a failure tone sounds every 0.5 seconds. Remove and replace the USB storage device to restart the upload.**

WebDT Wi-Fi and Resolution Configuration Tool

The WebDT Wi-Fi and Resolution Configuration Tool is used to configure the player's Wi-Fi and resolution settings.

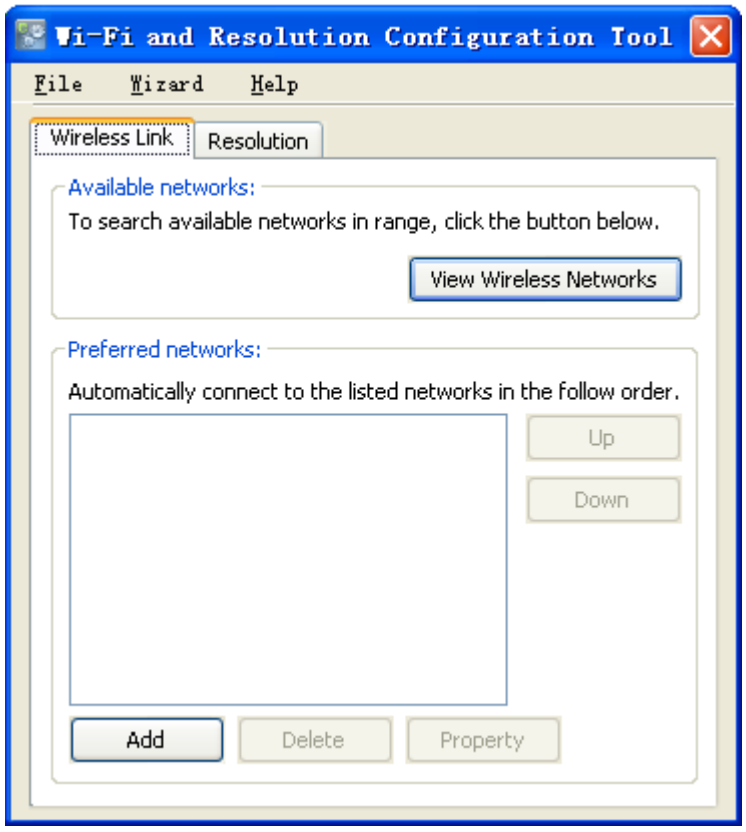


Figure 274

The buttons in the menu **File**:

Button	Description

New	Create a new configuration.
Open	Open an existing configuration.
Save	Save the configuration.
Save as	Save the configuration as another file.
Exit	Exit the Wi-Fi and resolution configuration tool.

Setting Wireless Link

Adding a preferred network

1. Click button **Add** in the Wireless Link page to open the Wireless network properties dialog as shown in figure 275.

Figure 275

Option	Description
Network Name(SSID):	Enter the SSID to find the wireless router.
Network Authentication	Select the network authentication.

Data Encryption	Select the data encryption.
Network key	Enter the network key if it is needed.
Confirm network key	Enter the network key again.

2. Click **OK** button and a preferred network is added in the preferred network list.

3. Click **Search networks** to open a dialog to show all available networks in range, as shown in figure 276.

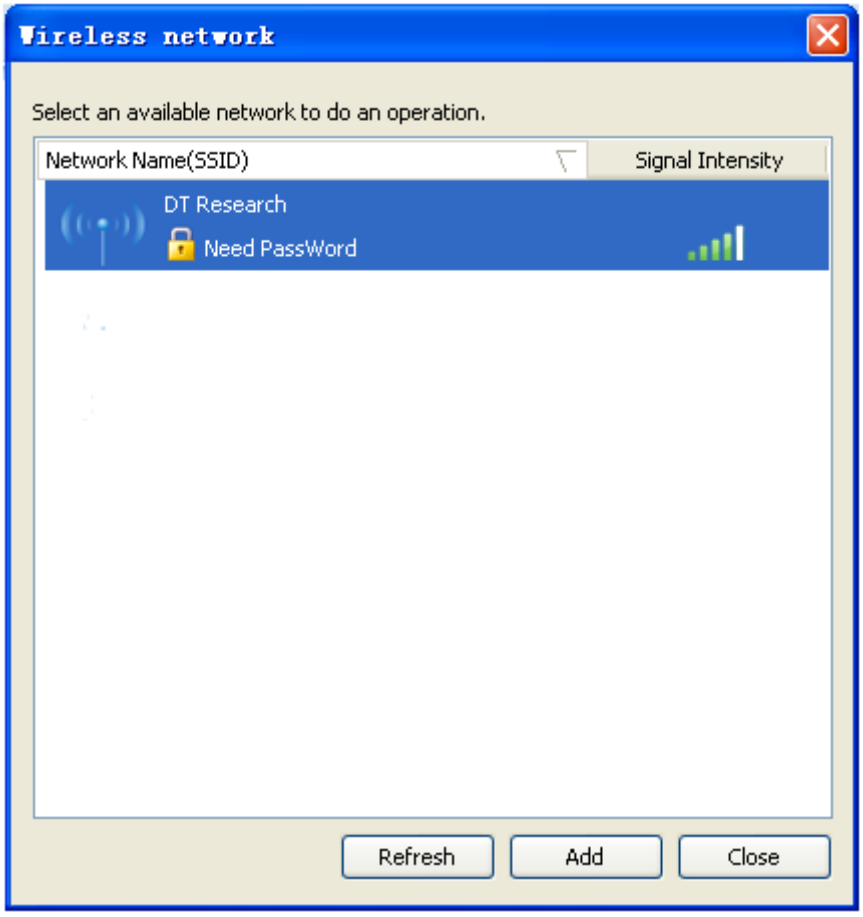


Figure 276

4. Click **Refresh** to get the latest available networks in range.

5. Select an available network and click **Add** to add it in the preferred network list.

6. If you want to continue to add a preferred network, repeat the **step 5**.

7. Click **Close** to go back to the Wireless Link page.

Deleting a preferred network

1. Select a preferred network from the list in the Wireless Link page.
2. Click Delete and the item is deleted from the preferred networks list.

Modifying the property of a preferred network

1. Select a preferred network from the list in the Wireless Link page.
2. Click Property to open a dialog to show the information of this network.
3. Make any modifications then click **OK** button to save the modifications or **Cancel** to quit.

Figure 277

Setting Resolution

1. Select resolution from the dropdown list in Resolution page. If you don't want to modify the resolution, select **No change**.
2. Select rotation by clicking the radio button.

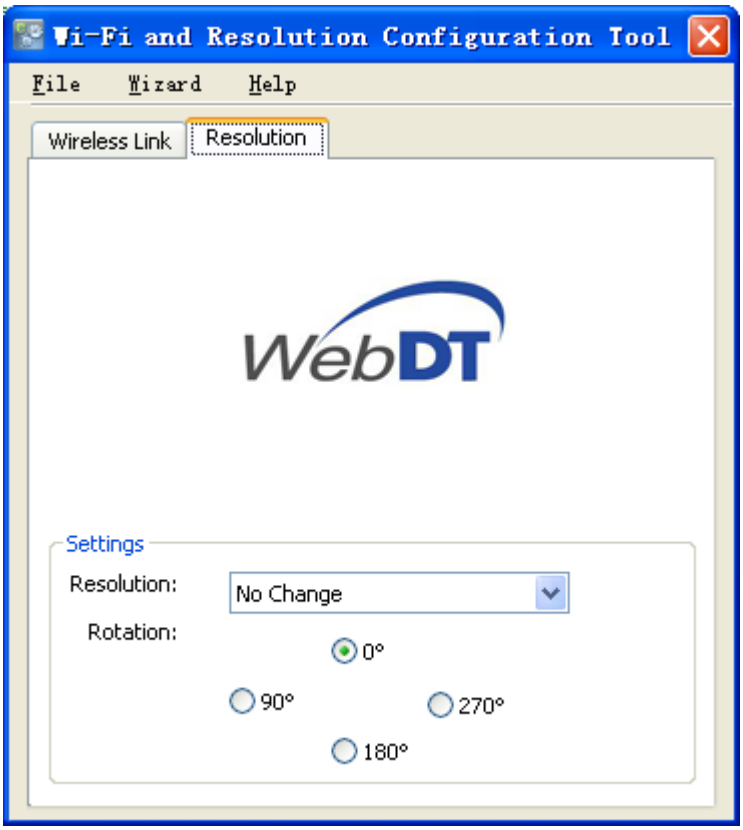


Figure 278

Making the auto setup disk

1. When saving a configuration successfully or opening an existing configuration, you can make an auto setup disk. If you want to save the auto setup disk to a removable disk please insert it before starting.

2. Pull down the menu **Wizard** and click **Make Auto Setup Disk** to start a wizard as below.

Step 1:

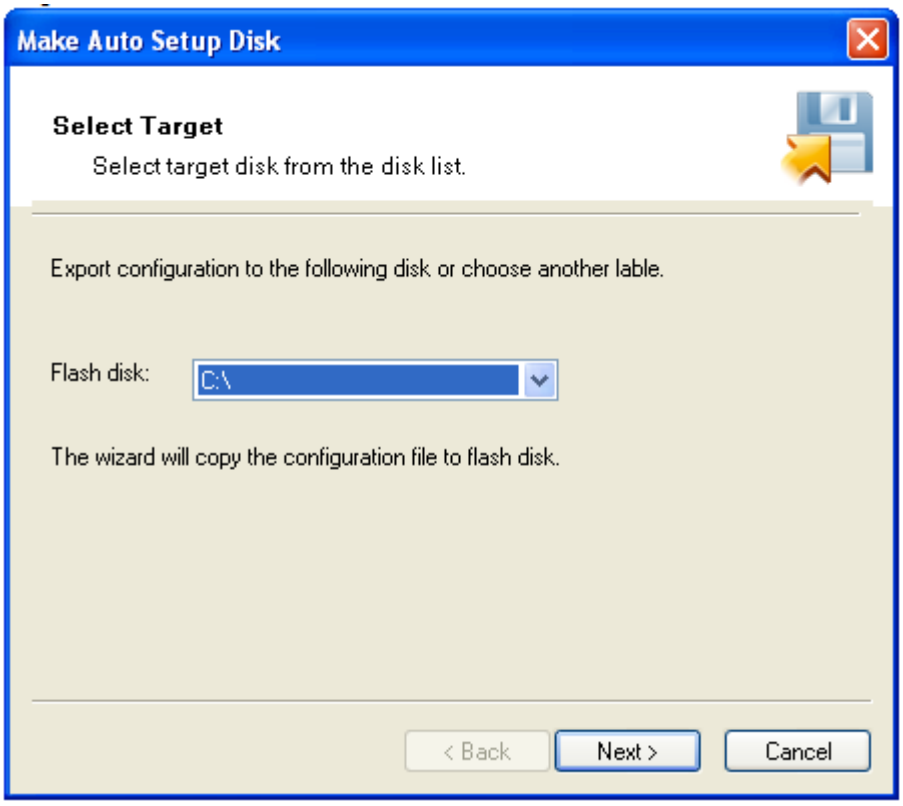

Make Auto Setup Disk
Select Target
Select target disk from the disk list.
Export configuration to the following disk or choose another lable.
Flash disk:
C:\
The wizard will copy the configuration file to flash disk.
< Back
Next >
Cancel

Figure 279

Step 2:

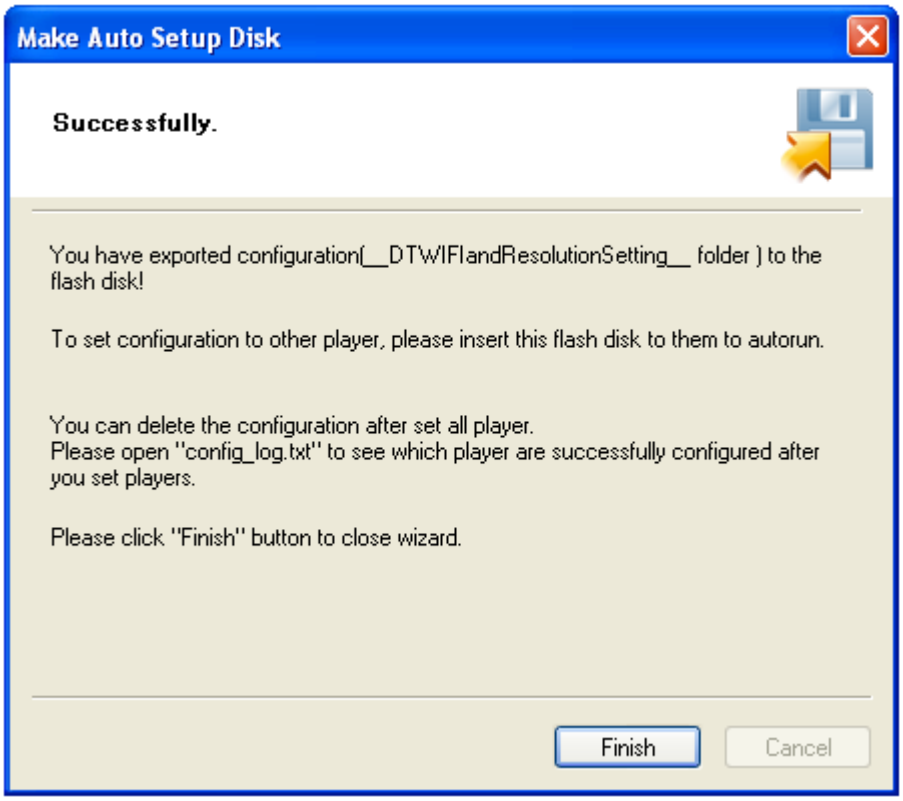

Make Auto Setup Disk
Successfully.
You have exported configuration(__DTWIFIandResolutionSetting__ folder) to the flash disk!
To set configuration to other player, please insert this flash disk to them to autorun.
You can delete the configuration after set all player.
Please open "config_log.txt" to see which player are successfully configured after you set players.
Please click "Finish" button to close wizard.
Finish
Cancel

Figure 280

3. Click Finish to exit the wizard and pull out the removable disk.

Applying the configuration

When creating a configuration successfully, it can be applied to the player with the following steps:

1. Insert the flash disk to the player; the player will auto detect the flash disk to apply the configuration. A dialog window will open to report the process.
2. When finished applying the configuration, the flash disk can be removed.

The above operation can be repeated to apply the configuration to any player one by one. When finished applying the configurations (in folder __DTWIFIandResolutionSetting__) the flash disk can be removed. The file named "config_log.txt" in the root of the flash disk can be opened to see which players are configured successfully.

WebDT Multi-Screen Layout Designer Tool

The WebDT Multi-Screen Layout Designer Tool allows users to easily set the display layout of multiple screens in local or remote networks.

1. Click the **Multi-Screen Layout Designer** tool from Start | Program Files | DT Research | WebDT Signage Tools to run the tool.

2. The Multi-Screen Layout Designer Tool displays as shown in figure 281:

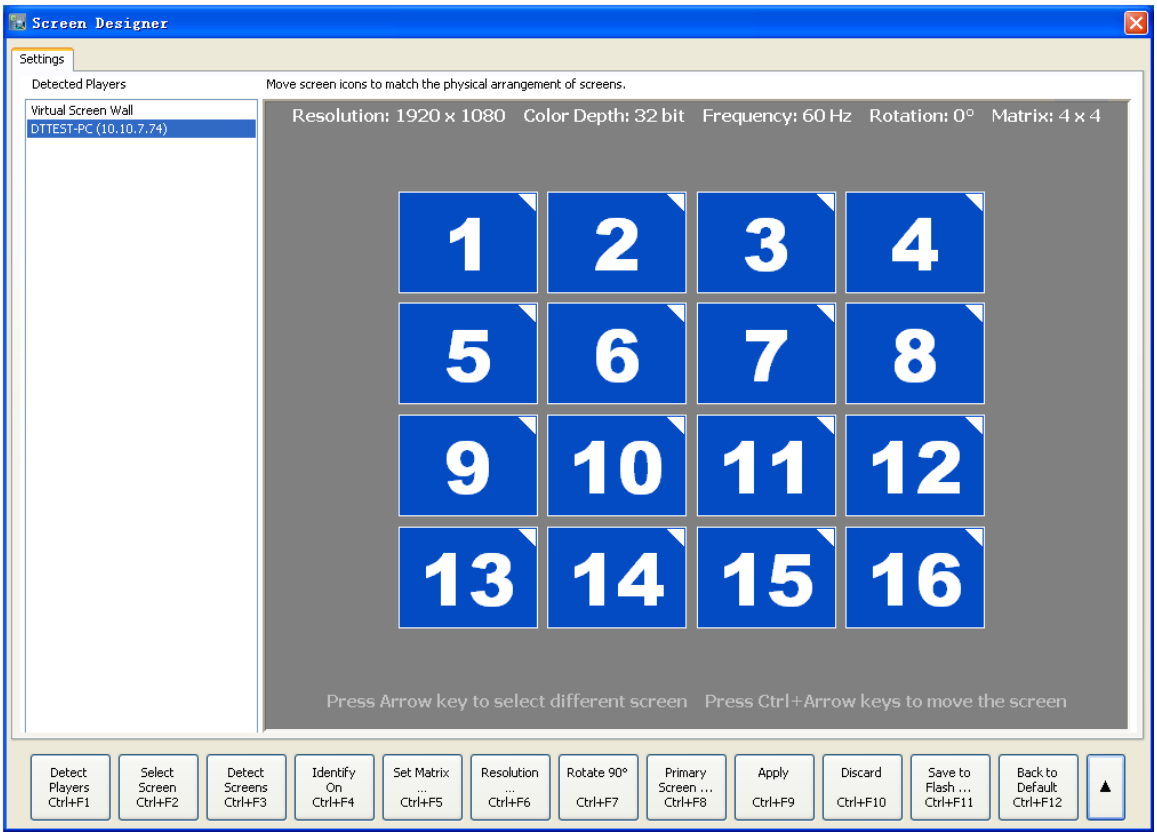

Screen Designer
Settings
Detected Players
Move screen icons to match the physical arrangement of screens.
Virtual Screen Wall
DTTEST-PC (10.10.7.74)
Resolution: 1920 x 1080 Color Depth: 32 bit Frequency: 60 Hz Rotation: 0° Matrix: 4 x 4
1 2 3 4
5 6 7 8
9 10 11 12
13 14 15 16
Press Arrow key to select different screen Press Ctrl+Arrow keys to move the screen
Detect Players Ctrl+F1
Select Screen Ctrl+F2
Detect Screens Ctrl+F3
Identify On Ctrl+F4
Set Matrix ... Ctrl+F5
Resolution ... Ctrl+F6
Rotate 90° Ctrl+F7
Primary Screen ... Ctrl+F8
Apply Ctrl+F9
Discard Ctrl+F10
Save to Flash ... Ctrl+F11
Back to Default Ctrl+F12

Figure 281

The Main Functions:

Button	Description
Detect Players (Ctrl+F1)	Detect the available players in LAN
Select Player/Screen (Ctrl+F2)	Select player, click again to select screen.
Detect Screens (Ctrl+F3)	Detect the screens of the selected player.
Identify On/Off (Ctrl+F4)	Turn on the Identify ID on the screens, click again to turn off it.

Set Matrix…(Ctrl+F5)	Set the screen layout in the dialog window.
Resolution…(Ctrl+F6)	Set the resolution in the dialog window.
Rotate 90°（Ctrl+F7)	Rotate all the screens by 90 degrees.
Primary Screen…(Ctrl+F8)	Set the primary screen in the dialog window.
Apply (Ctrl+F9)	Apply the settings to the selected player.
Discard (Ctrl+F10)	Discard the settings.
Save to Flash…(Ctrl+F11)	Save the settings in the flash disk in the dialog windows. The flash disk is used to set the player by inserting it into the player.
Back to Default (Ctrl+F12)	Use the default settings.

There are more buttons in the drop menu:

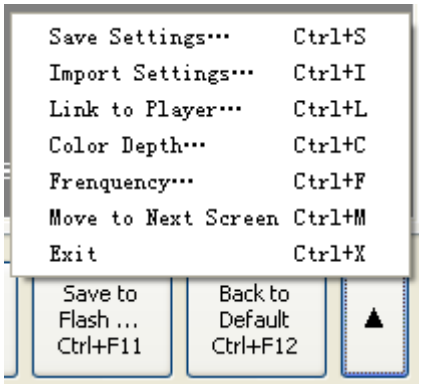


Figure 282

Button	Description
Save Settings…(Ctrl+S)	Save the settings as a configure file.
Import Settings…(Ctrl+I)	Import the settings from the configure file.
Link to Player…(Ctrl+L)	Link to the player by inputting the IP address in the

	popup dialog.
Color Depth…(Ctrl+C)	Set the color depth in the popup dialog.
Frequency…(Ctrl+F)	Set the frequency in the popup dialog.
Move to Next Screen (Ctrl+M)	Move the screen tool window to next screen.
Exit (Ctrl+X)	Exit the screen design tool.

Detected Players

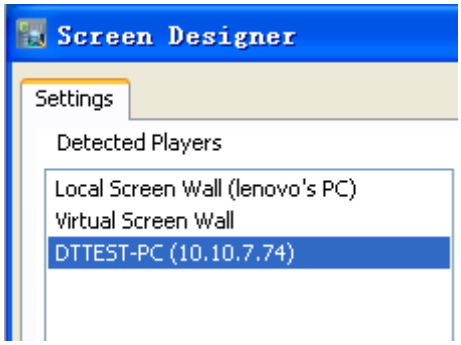


Figure 283

1. The players running the Screen Monitor in the local area network will be detected and listed in the Multi-Screen Layout Designer tool.
2. The local player with the screen is shown as Local Screen Wall.
3. The other players are shown with the player name and IP address.
4. There is also a Virtual Screen Wall; user can design the screen layout without detected player.

Select Player

1. Click the Select Player button to select the player. The selected player is highlighted orange.

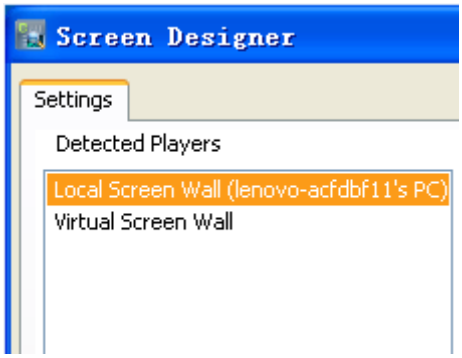


Figure 284

2. Use up and down arrow keys to select the target player.

3. You can also use a mouse to select a player.

Select and Move Screen

1. Click the **Select Player** button to select the player. The selected player is highlighted orange.

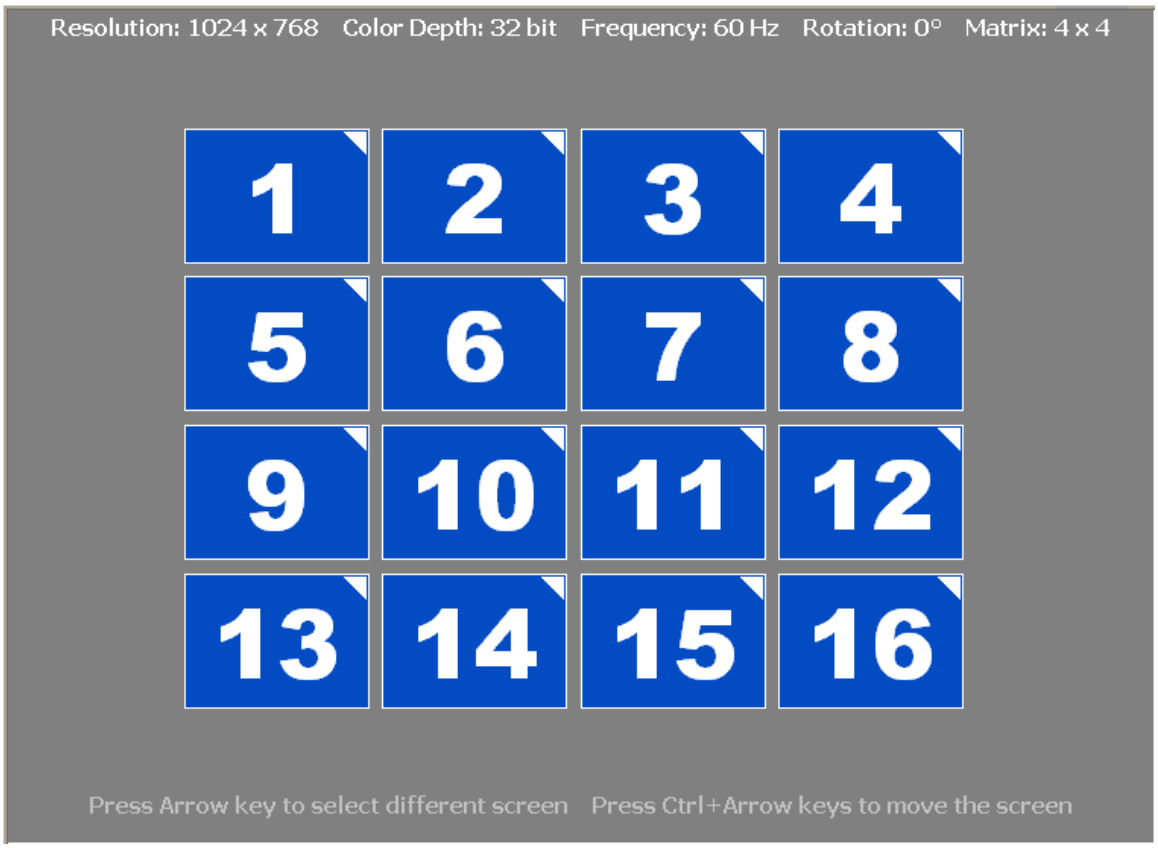


Figure 285

2. Use the arrow keys to select the screen, use ctrl and the arrow keys to move the selected screen.

3. You can also use mouse to select and move the screen.

Set Matrix

1. Click **Set Matrix** to open the dialog as shown in figure 286.

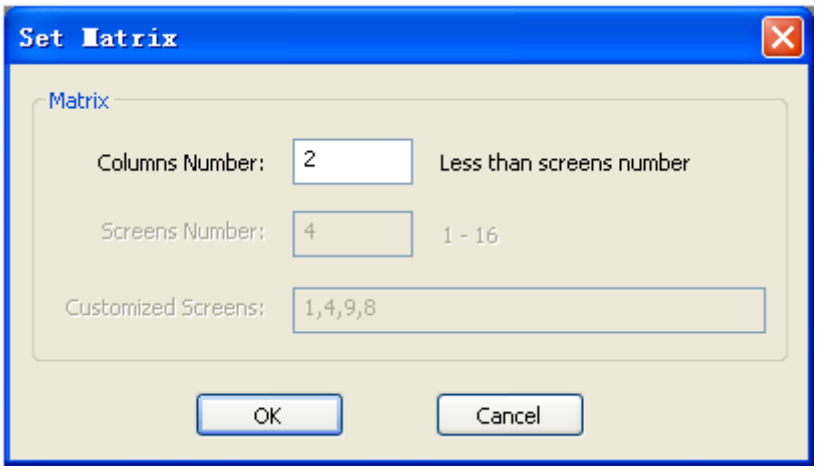


Figure 286

2. Input **Columns Number** to change the layout.

3. The **Screen Number** and **Customized Screens** are available only for Virtual Screen Wall.

4. Click **OK** to apply the changes and close the dialog window.

Rotate the Screens

1. Click **Rotate 90°** to rotate all the screens by 90°as shown in 287.

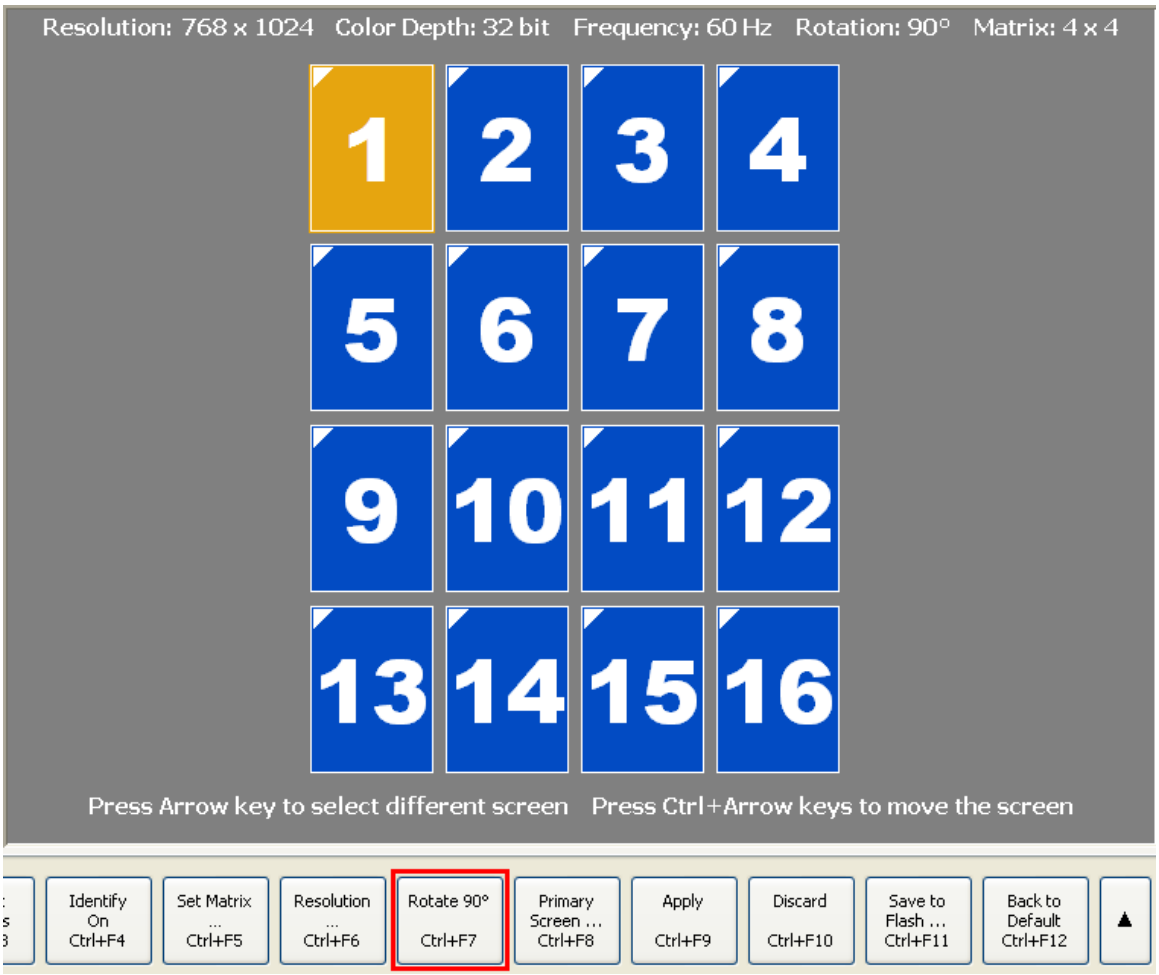


Figure 287

2. In each screen, there is a triangle to imply the direction of the screen. When the screen is 0°, the triangle is in the top right.

Apply the Setting

1. Click Apply to apply the settings to the player.

2. When the setting is applied, a dialog opens asking to keep or restore the settings as shown in figure 288:

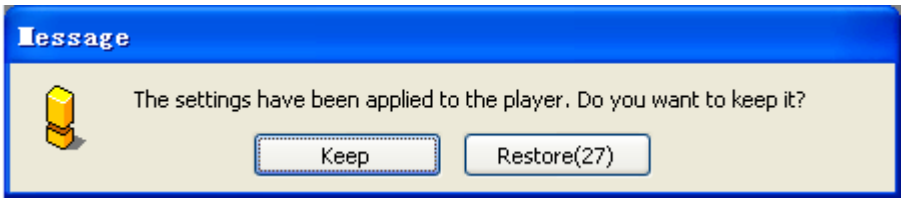


Figure 288

3. Click **Keep** to keep the setting, click **Restore** to restore the setting or it will restore within 30 seconds.

Link to Player

1. When you cannot detect the player in the local area network, you can Click **Link to Player** to assign an IP address manually as shown in figure 289:

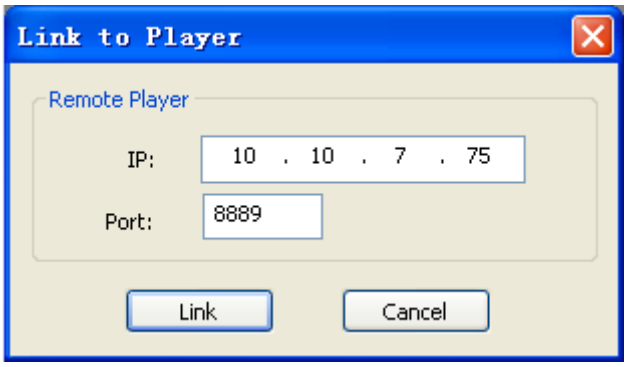


Figure 289

2. Input the **IP** and **Port**; click **Link** to detect the target player.

Note	**The linked player will be kept until the Multi-Screen Layout Tool closed.**

Setting by Flash Disk

1. Insert a flash disk and Click **Save to Flash** open the dialog as shown in figure 290:

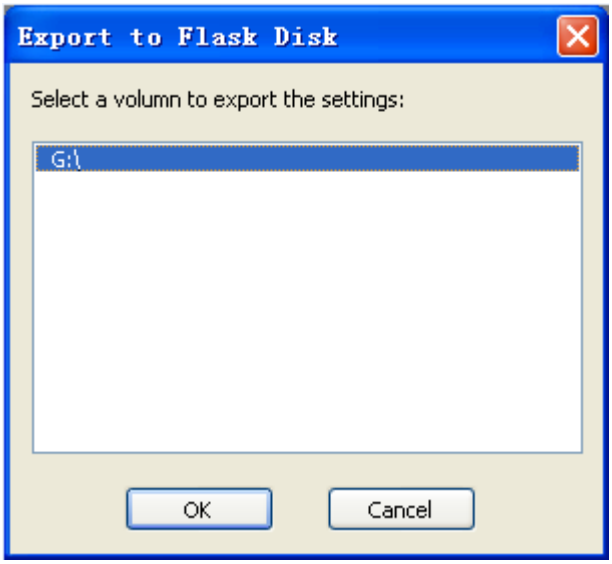


Figure 290

2. The tool will detect the flash disk and show the drive letter.
3. Select a driver letter and click **OK**, then the setting is saved to the flash disk.
4. Insert the flash disk to the screen wall player, a dialog window opens as shown in figure 291:

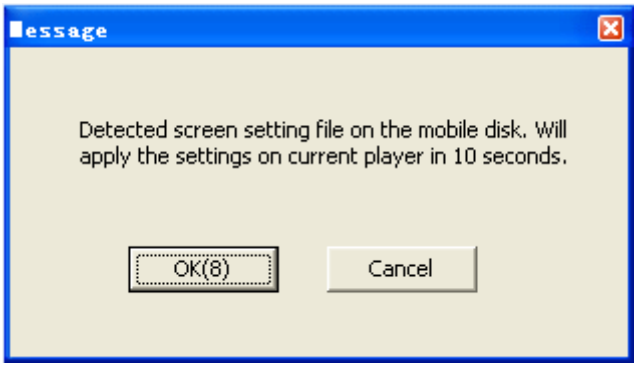

essage
Detected screen setting file on the mobile disk. Will apply the settings on current player in 10 seconds.
OK(8)
Cancel

Figure 291

5. Click **OK** to apply the setting from flash disk, or it will be applied within 10 seconds.
6. After the settings are applied, another dialog opens as shown in figure 292:

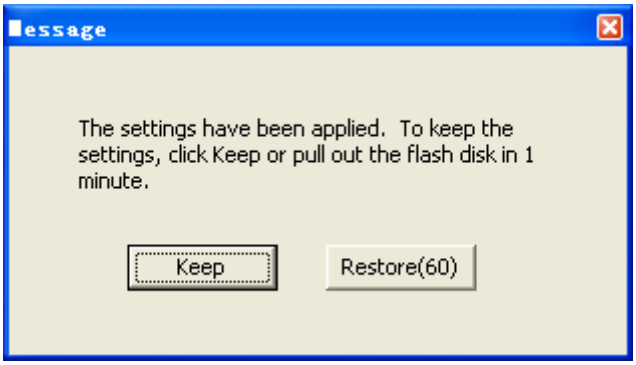

essage
The settings have been applied. To keep the settings, click Keep or pull out the flash disk in 1 minute.
Keep
Restore(60)

Figure 292

7. Click **Keep** or **pull out flash disk** within 1 minute, the settings will be saved; or the settings will be restored.

Multi-Screen Monitor

Multi-Screen Monitor is the application to monitor the screen player. When the Multi-Screen Monitor is running, there is an icon in the task toolbar.

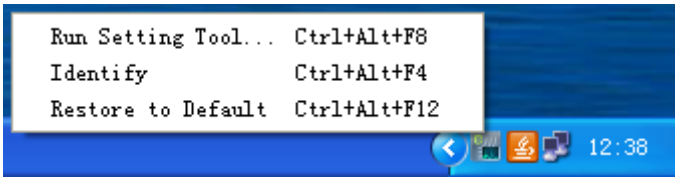


Figure 293

Input the **IP** and **Port**; click **Link** to detect the target player.

Button	Description
Run Setting Tool…(Ctrl+Alt+F8)	Run the Multi-Screen Layout Designer tool.
Identify (Ctrl+Alt+F4)	Turn on/off the identify ID on local screens.
Restore to Default… (Ctrl+Alt+F12)	Restore all the local screens to the default settings.

WebDT PPT DT Add-in Setup

Install the PPTDTAddinSetup on your PC or notebook, and User can create a PPT and publish it to WCM directly.

The PPTDTAddinSetup is only enabled for the Microsoft Office PowerPoint 2007

Publish

1. Open Microsoft PowerPoint and Click the **Add-Ins**| **Publish** .as shown in Figure 294.

Figure 294

2. A **WebDT Content manager** screen displays. Enter the required login information to start publishing the content to the WCM. as shown in Figure 295.

Figure 295

3. Click the OK button to open the Publish screen; as shown in Figure 296.

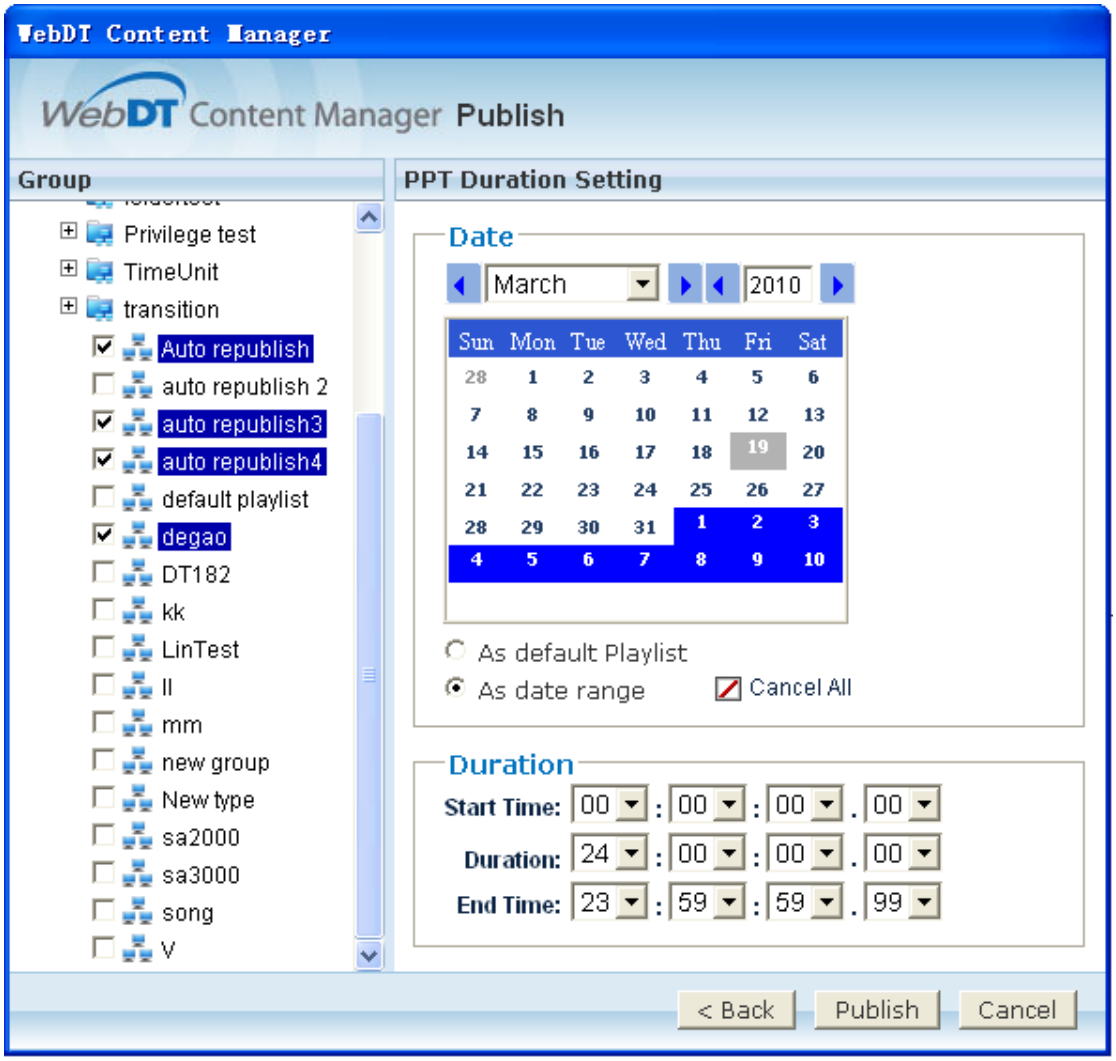


Figure 296

4. In the left panel, select group(s) and set PPT duration in the right panel, in the Date option it will show a calendar

5. Click the **As default Playlist** button, user cannot choose calendar/set duration; click the Publish button to publish the PPT file to the WCM as group default playlist.

6. Click the **As date range** button, choose calendar and set Duration.

7. Today's date defaults as grey (19),

8. Click the number (23)and it will turn blue, the date will be selected; click the number again to cancel the selection

9. Press the “shift” key to select multiple days.

10. Click the **cancel all** ( ) button to cancel all the selected dates

11. In the **Duration** option user can set the (Start time, Duration and End time) and click the publish button to publish the schedule.

Note	**The PPT file must be saved before publishing/previewing; only one login is required for one PPT.**

Preview

1. Click the **Add-Ins**| **Preview** .as shown in Figure 297.

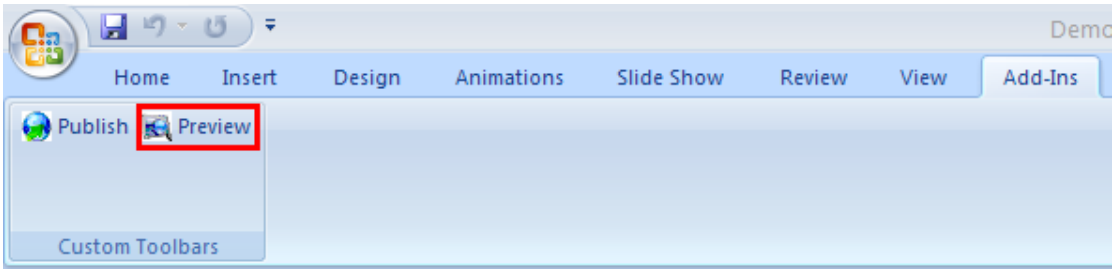


Figure 297

2. A **WebDT Content manager** screen displays; Enter the required login information as shown in Figure .

3. Click the OK button to open the Preview screen; select the player(s) click the **OK** button to preview PPT file. The following example demonstrates previewing uploaded PPT file content as shown in Figure 298.

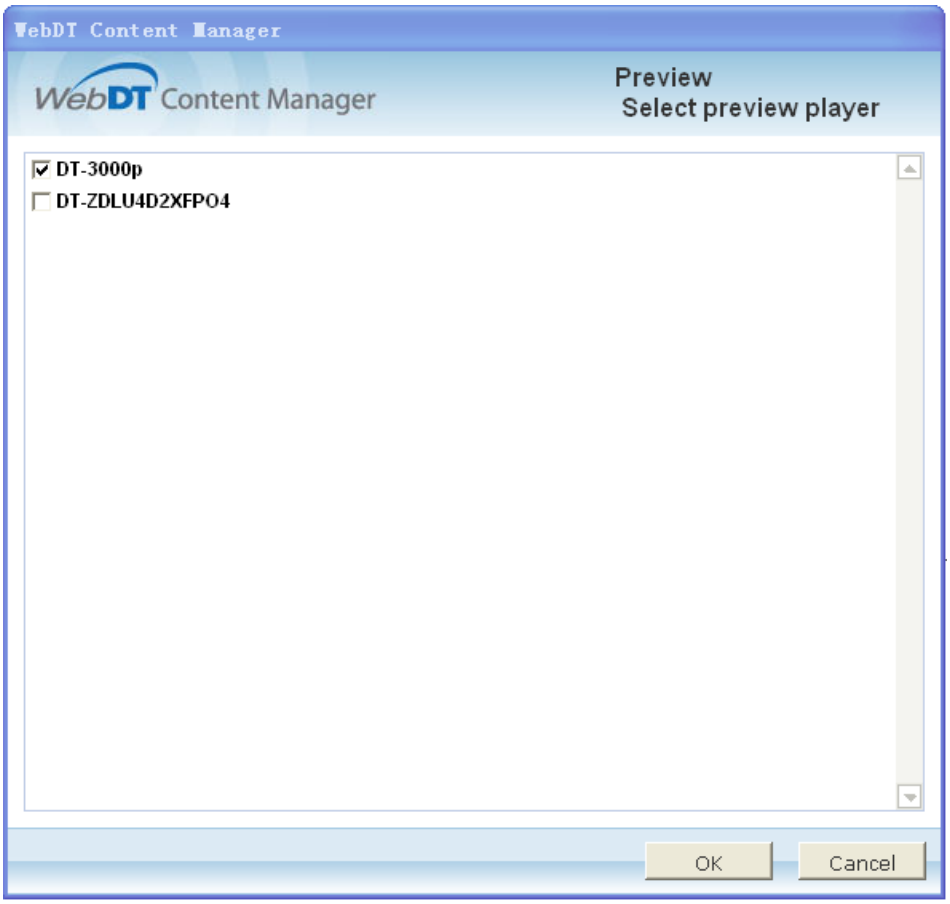


Figure 298

4. Click the **OK** button, the Preview Detail Result screen displays as show in Figure 299.

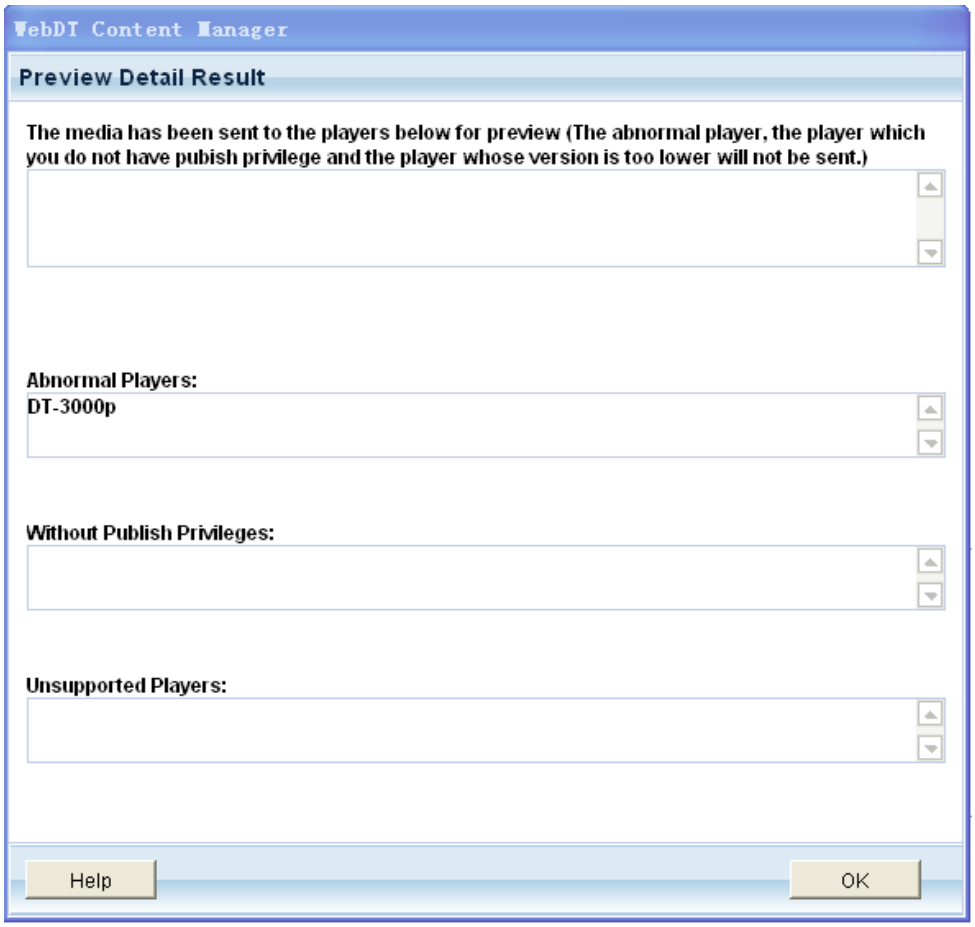

WebDT Content Manager
Preview Detail Result
The media has been sent to the players below for preview (The abnormal player, the player which you do not have pubish privilege and the player whose version is too lower will not be sent.)
Abnormal Players:
DT-3000p
Without Publish Privileges:
Unsupported Players:
Help
OK

Figure 299

Note	**Some media files may have small variances compared to standard files. We strongly recommend you preview the content before publishing it to ensure the media plays correctly on the player.**

WebDT SignagePCClient

The WebDT SignagePCClient tool plays urgent cast from the server which it registered on.

Functionality

1. There is our icon in the notification tray, right click it to pop up the menu, select ‘Open Home Page’ to pop up the School Home Page, select ‘Help/About’ to pop up the help information page.

Figure 300

2. After the server published urgent cast, We will see it on our desktop.

Figure 301

3. Click on playing the urgent cast area to pop up a dialog which display details about the ”urgent cast”. If click button ‘Close’, both the dialog and the urgent cast will disappear ;if click button ‘Continue’, the dialog will disappear but the ”urgent cast” still keep playing.

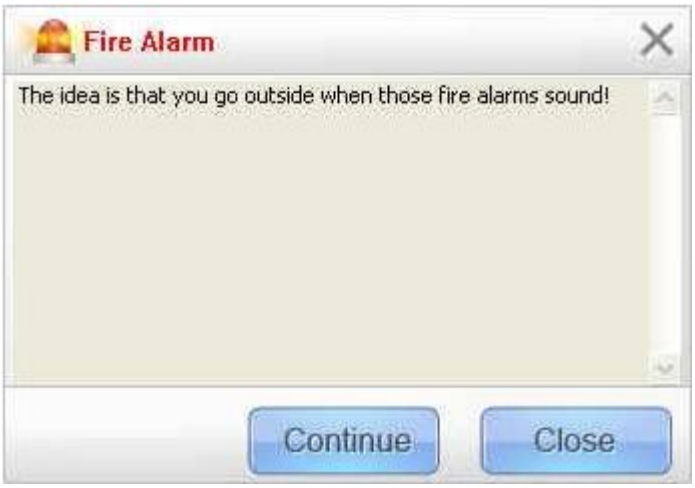


Figure 302